

01

02

03

04

05

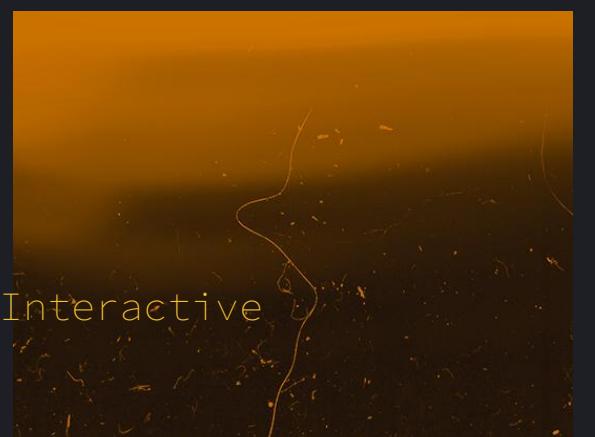
06

ANTLIA
1998

ORION
1998

Érimos Project

CONCEPT DISCOVERY



Akita Interactive



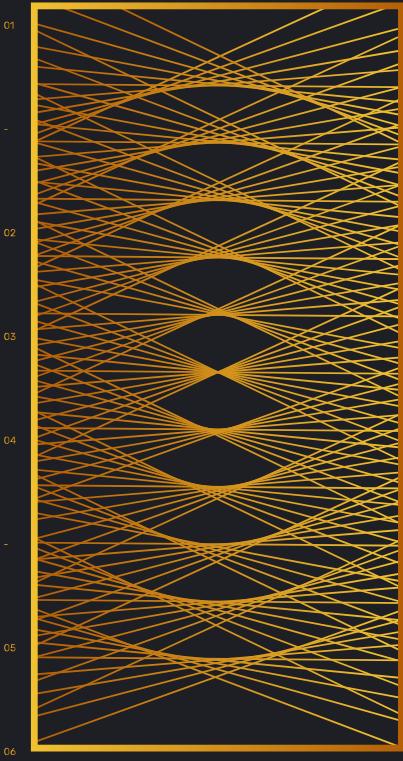


- | | |
|-----------------------------|------------|
| INFORMATION | 01. |
| VISION | 02. |
| CORE GAMEPLAY PILARS | 03. |
| MOODBOARD | 04. |
| STORY | 05. |
| SKETCHES | 06. |
| LEVELS | 07. |
| TECH AND TOOLS | 08. |
| VISUAL GOALS | 09. |
| COMPETITORS | 10. |



TABLE OF CONTENTS





01.

INFORMATION

General information

01

02

03

04

05

06





ÉRIMOS PROJECT

BY AKITA INTERACTIVE

Production

Claudia Martín
Mónica Martín

Leads

Isabel Lammens
Bernat Martínez
Baran Sürücü
Ehsan Zareh

Art

Eduardo Godoy

Game Design

Vicenç Bosch
Marius Dambean
Clàudia Escuder
Eduard Gállego
Joel Herraiz
Phan Nguyen
Eric Torres

Programming

Armando González
Bernat Güell
Enrique Imbert
Miquel Miro
Edward Regas
Alvaro Soppelsa

01



02

03

04

05

06

80 50 20 50 80 20 50





ÉRIMOS PROJECT

BY AKITA INTERACTIVE

Production

Claudia Martín
Mónica Martín

Leads

Isabel Lammens
Bernat Martínez
Baran Sürücü
Ehsan Zareh

Art

Eduardo Godoy
Isabel Lammens
Clàudia Escuder
Eduard Gállego
Claudia Martín
Phan Nguyen
Ehsan Zareh

Programming

Bernat Martínez
Baran Sürücü
Armando González
Bernat Güell
Enrique Imbert
Miquel Miro
Mónica Martín
Edward Regas
Alvaro Soppelsa
Vicenç Bosch
Marius Dambean
Joel Herraiz
Eric Torres

UI

Claudia Martín
Bernat Martínez
Eduard Gállego

Game Design

Marius Dambean
Eduard Gállego
Joel Herraiz
Eric Torres

Level Design

Vicenç Bosch
Clàudia Escuder
Phan Nguyen

Audio

Alvaro Soppelsa

Environment Props

Isabel Lammens
Eduardo Godoy
Phan Nguyen
Claudia Martín

Characters

Eduard Gállego
Ehsan Zareh
Eduardo Godoy





02.

VISION

Short summary of the game from different perspectives

01

02

03

04

05

06

01

02

03

04

05

06

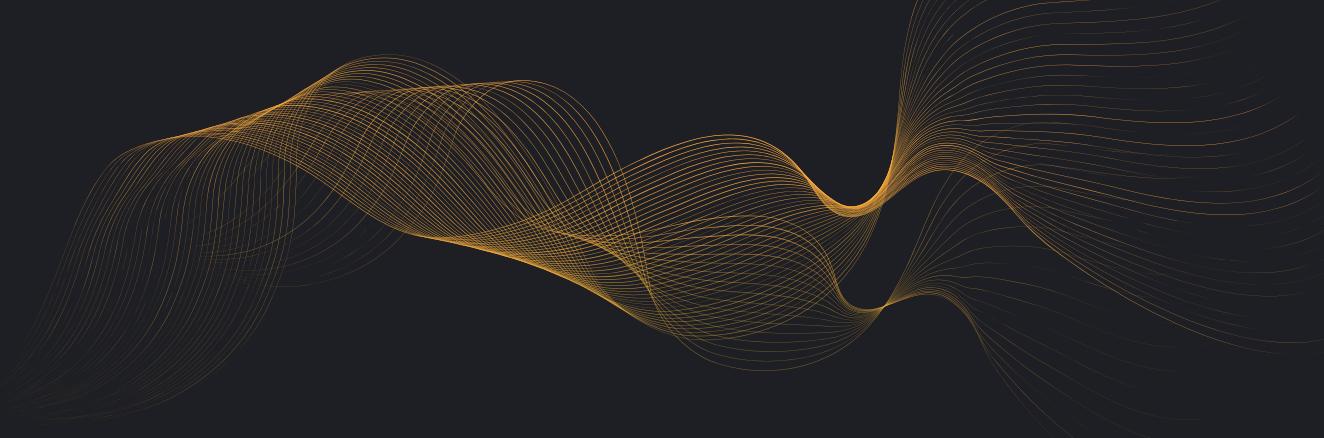


Érimos Project is a **fast paced** **hack-and-slash** that allows players to use the corpses of their enemies to enhance their character's body. Extract and choose from a **variety of parasites** that will become your **ever-shifting arsenal**, giving the game a high level of **replayability**. Collect **relics** to **solve puzzles** in fast paced action, rapid movement, and high skill.



Take control of the captain of the recently crash-landed AKT Squadron. Tasked with an obscure mission of investigating this unidentified desert planet - **you find yourself with your team missing, a parasite attached to your arm, and in a fight against deranged fauna** infected by similar beings. Investigate the anomalies of the mysterious planet, race against the clock to rid yourself of this parasitic creature, and **discover the underlying truth hidden deep within the sand-shrouded surface.**





“Meet your long-awaited destiny as you hack through hordes of otherworldly beings.”





03. CORE GAME PILLARS

01

02

03

04

05

01

02

03

04

05

06





CORE GAME PILLARS



Space Thriller

Exotic creatures on
an unexplored
desert planet.



Flexible & Exciting Combat

Constantly fresh
and unpredictable
combat that
challenges and
rewards players.



Fast Paced Puzzles

Light puzzle
solving with traps
and combat to test
players' reflexes.





01



FLEXIBLE & EXCITING COMBAT

02

03

Constantly fresh and unpredictable combat that challenges and rewards players.

04

05



01

02

03

04

05

06

08



01

02

03

04

05

06



01

02

03

04

05

06

BASIC COMBAT MECHANICS



Players have access to **two basic types** of attacks - **Melee** & **Ranged**.



Base Melee Attack:
Slash at your enemies
with your parasitic arm.



Base Ranged Attack:
Shoot compressed energy bolts
from your parasitic arm.





5

8

3

6

5

6



01



Parasite Pickup

Enemies have a **random chance** of dropping a Parasite.

Players can INTERACT with parasites to retrieve a **random temporary powerup** to their Melee or Ranged weapon.

Upgraded Melee or Ranged weapons have **limited ammo** and **revert to original** forms upon death or **depletion of ammo**.

Players can CONSUME an **equipped parasite** to **heal themselves**.

Enhanced Parasites



A **progress bar** representing a certain amount of **successful hits** appears when acquiring a new parasite.

Filling the meter to 100% causes the **parasite to grow into a stronger** version of itself and **fully replenish its ammo with a surplus**.

Parasite **enhancement is reset** when picking up a **new parasite**.



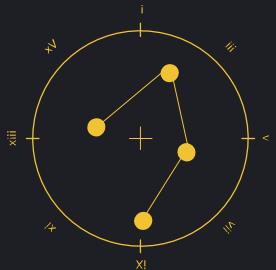
02

03

04

05

06



FAST PACED PUZZLE SOLVING

Light puzzle solving with traps and combat to test players' reflexes.



01

02

03

04

05

06

01

02

03

04

05

06



01

02

03

04

05

06



01

02

03

04

05

06

QUICK MOVEMENT MECHANICS



Dash

Players can **dash** using their jet thrusters.

Dashing allows players to **escape**, **close distance**, and **traverse small gaps**.

The dash ability grants players with **temporary invincibility** until they finish the animation.





01

02

03

04

05

06



01

02

03

04

05

06

PUZZLE MECHANICS & COLLECTIBLES



Relic Deposit

Relics are **orbs** that can be picked up with the interact button and placed into **Banks** to **activate or deactivate things**.

These **relics have a timer** after being picked up and will **explode**, dealing **damage to player/nearby enemies**.

Relics negate player attacks, must drop relic to attack.

Relics respawn after exploding if they haven't been banked on time.



Collectibles

Items will be hidden throughout the levels or placed in hard-to-reach environments.

These items can provide **minor stat boosts** - extra health unit, increased ammo capacity, etc.

Collectibles will also provide small bits of **lore**.





01



02



03

TRAPS

To enhance the high-intensity situations in combat & puzzle solving.

04

01

02

03

04

05

06





01

02

03

04

05

06



01

02

03

04

05

06

TRAPS



Falling Platforms

Platforms with crystallic weak point that can be shot for activation. Crumble after time.

Lazers deal BIG damage and are un-dashable.



02

Moving Platforms



... Moving Platforms



Quicksand

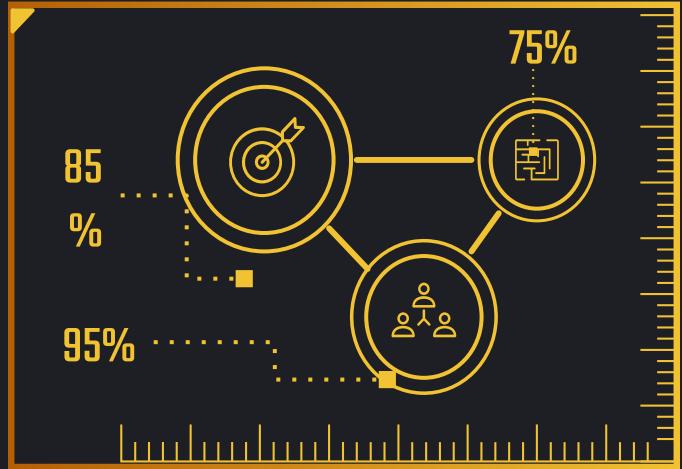
Slows player and pulls them to center. If in center, immobilized for short period.

Exploding Crystals



Crystals explode when player is in vicinity or attacks them.

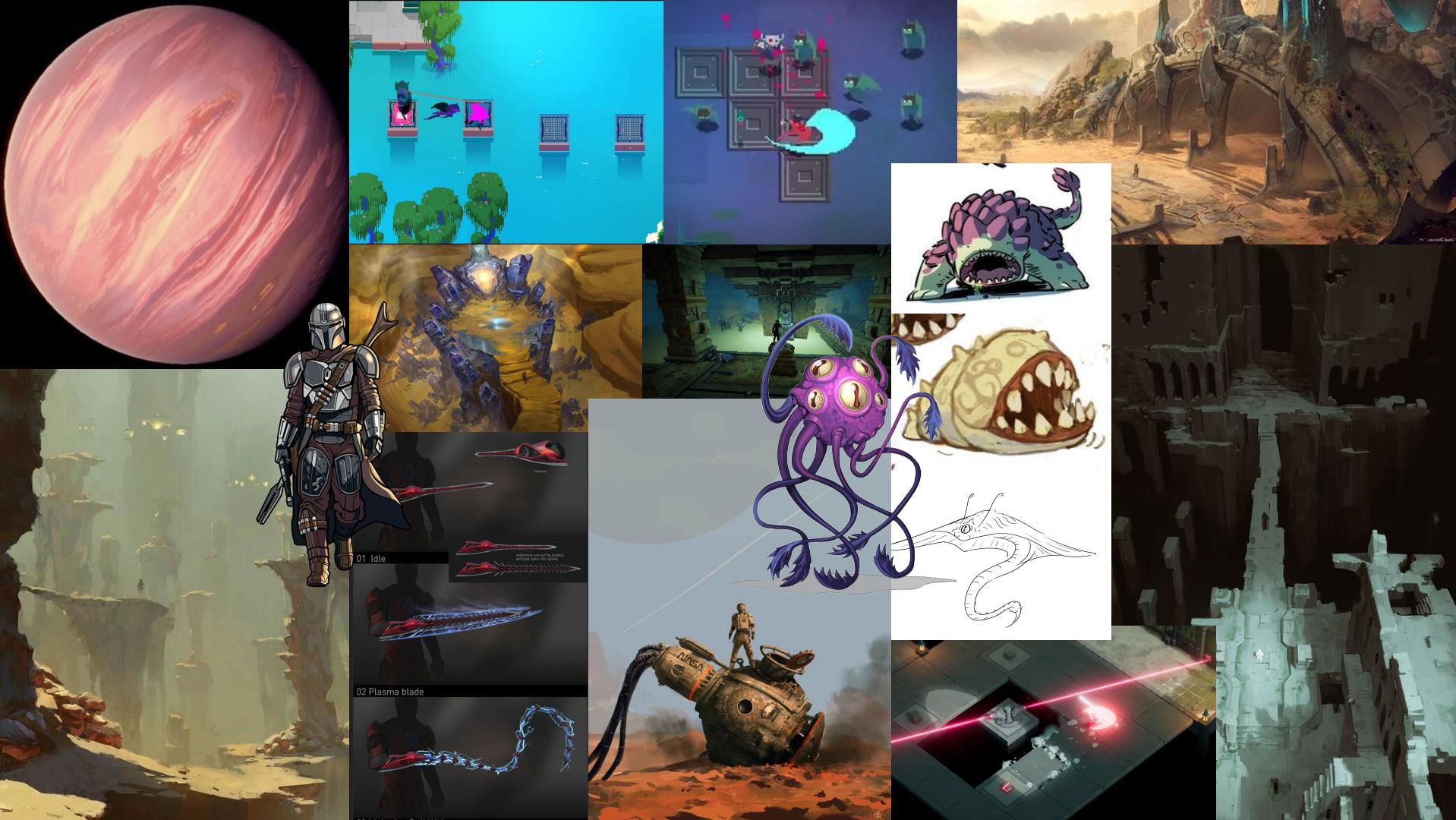


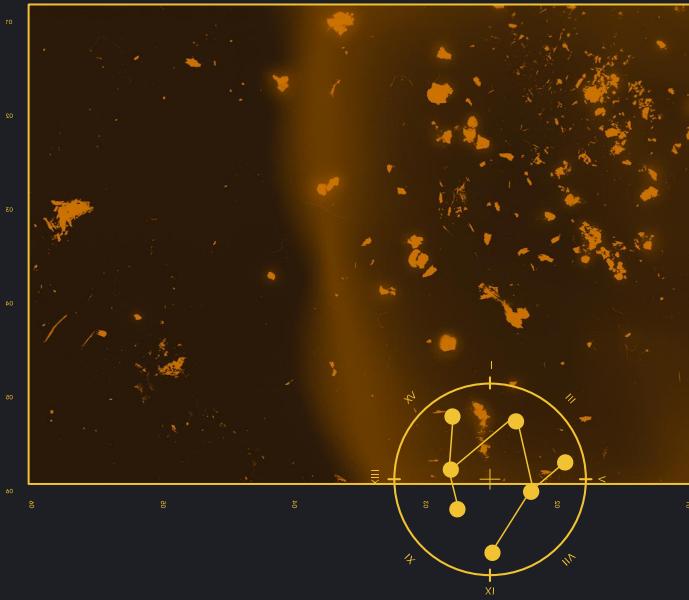


04. MOODBOARD

One page document to understand the game







05. STORY

General lore behind the game



Thousands of years ago, an ancient nomadic civilization, advanced beyond their time, travelled the galaxies in search of ultimate knowledge. They were a civilization of scientists that lived on a massive spacecraft, experimenting on organisms, collecting data, and inventing new technologies. On one of their travels, a seemingly inconspicuous experiment of theirs gained sentience. The first Parasite was born. She grew in hiding, feasting on smaller creatures and failed experiments like her until she was ready to ensnare her first host. She slaughtered and consumed the entirety of the nomadic scientists, not a single person was spared. And the Parasite grew. The ship crashed on an unknown planet and the legend of the Parasite Queen slowly faded, lost in time.

Or so they thought.

A millennium has passed and the Captain of Space Fleet AKT, an intergalactic peacekeeping corp., has been tasked with the investigation of some anomalies occurring near an undocumented desert planet - Mission Titled: "Érimos Project". Upon entering the planet's atmosphere, something crashes into their ship and sends them plummeting to the planet's surface. The Captain and crewmates are alive, with minor injuries but are left with no power source for their ship. They decide to split in search of a means to fuel their jet.

01

Alone, the Captain comes across a tuft of sand that seems to be moving. Before they can react, a creature springs out, sand spraying everywhere, and latches itself onto the Captain's injured arm. Like a jolt of adrenaline, the Captain's body surges with energy. A flash of white and a ringing slowly fades from their ears. Before the Captain could react, a flurry of creatures landed in front of them, with a similar parasitic organism attached to each of their bodies. The Captain could sense the other creatures, as if their hearts were pulsing inside the foreign alien attached to the Captain's arm. They attacked and the Captain fought - the mission changed and it was simple: survive.

02

Fighting through hordes of enemies the space ranger discovers an ancient decrepit spacecraft, a behemoth of technology, towering over the sky and blocking out the sun. The ringing returns and the Captain's vision flashes white, stronger this time. They notice a pulsing of energy leading into the ship. Strange, it's almost as if they can feel the current of energy flowing inward - but to what?

03

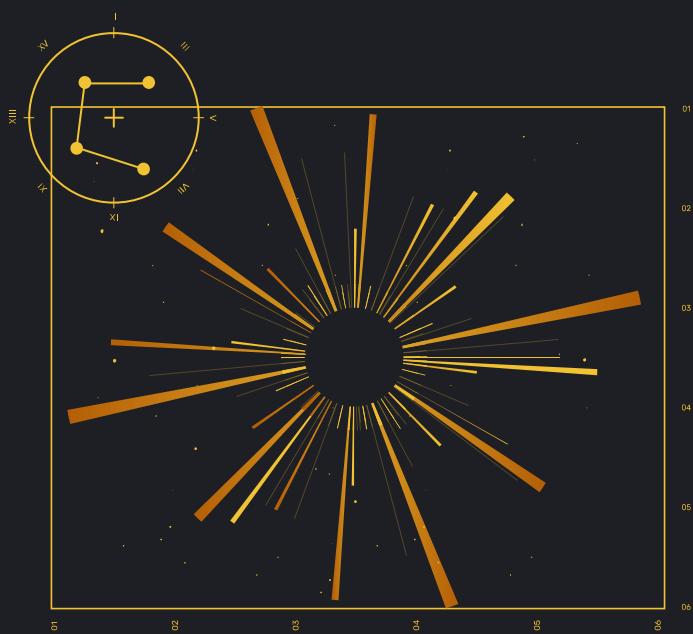
Deep inside the cavernous ship, is a technology that has never before been documented. Like ruins of the past, a massive spacecraft devoured by nature...and something else. Glowing crystals and ominous statues guide the Captain deeper and deeper, an awful stench swathed through their respiratory unit. Crystals line the walls and upon closer inspection they realize that their crewmates are encased within. The ringing strikes harder in the Captain's ears, a flash of nauseating white. The parasite on their arm quivers, something is happening to them. Their mind, their body...

04

The Captain steps into a large room, crystal cocoons littered about, and something... something enormous residing in the center. The thing awakens and unfolds, revealing a massive parasite, the Queen. She lets out a viscous scream, the ringing blasts through the Captain's ears. A flash of white. Why were they sent here? How can the Captain save their crew? And what will the Captain be able to do against an ancient alien god?

05





06. SKETCHES

Proposals for characters, enemies & boss

01

02

03

04

05

06



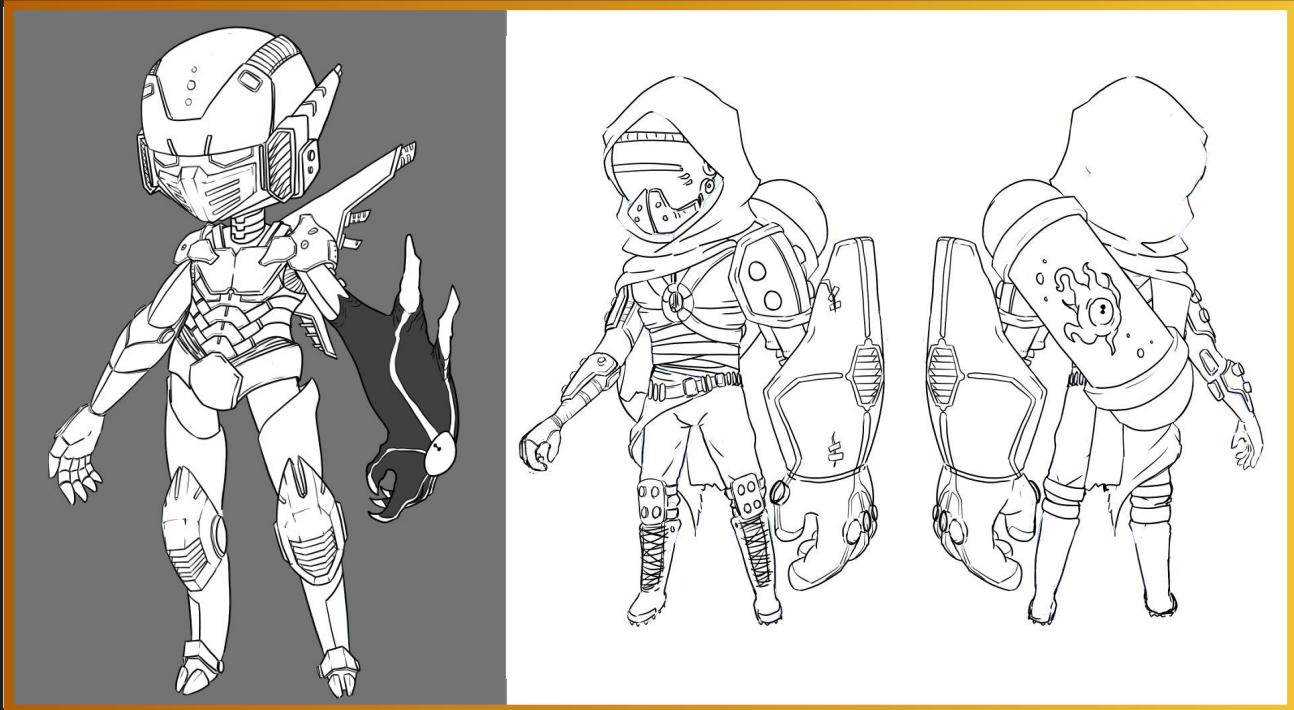


MAIN CHARACTER



MAIN CHARACTER

Parasyte
attached to its
arm / gauntlet

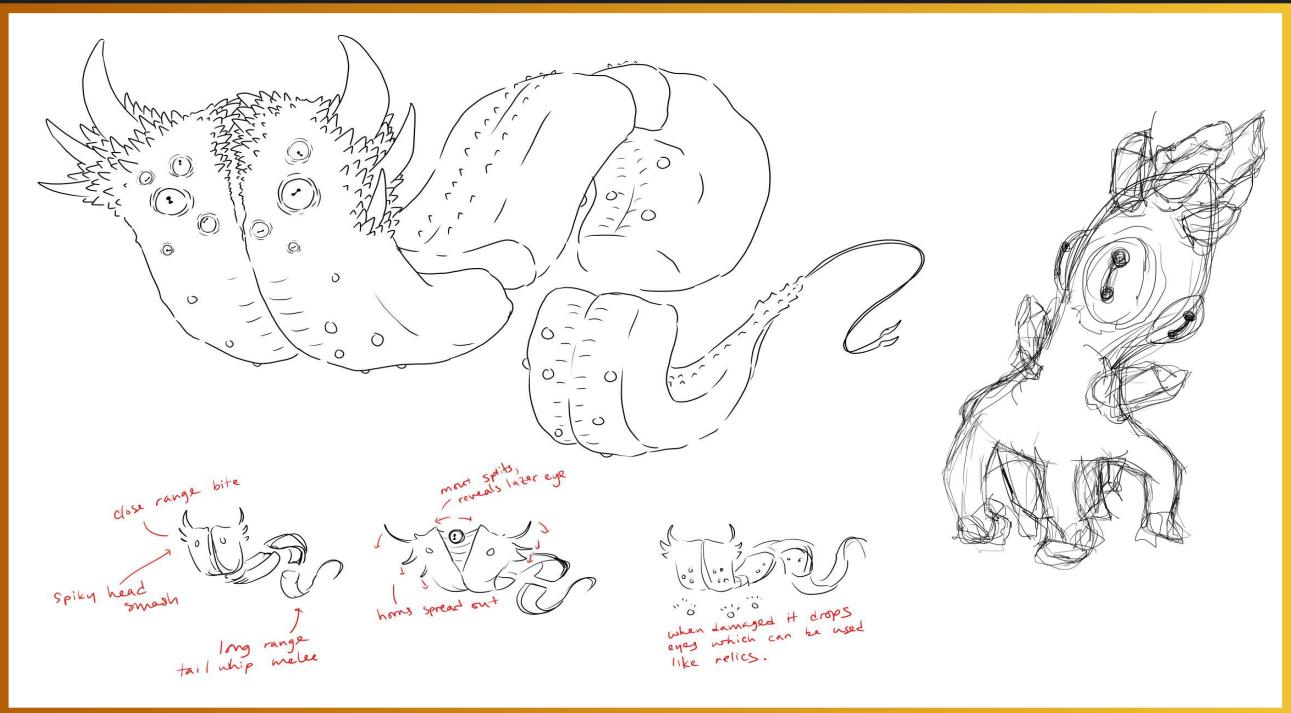


ENEMIES



ENEMIES

Infected creatures



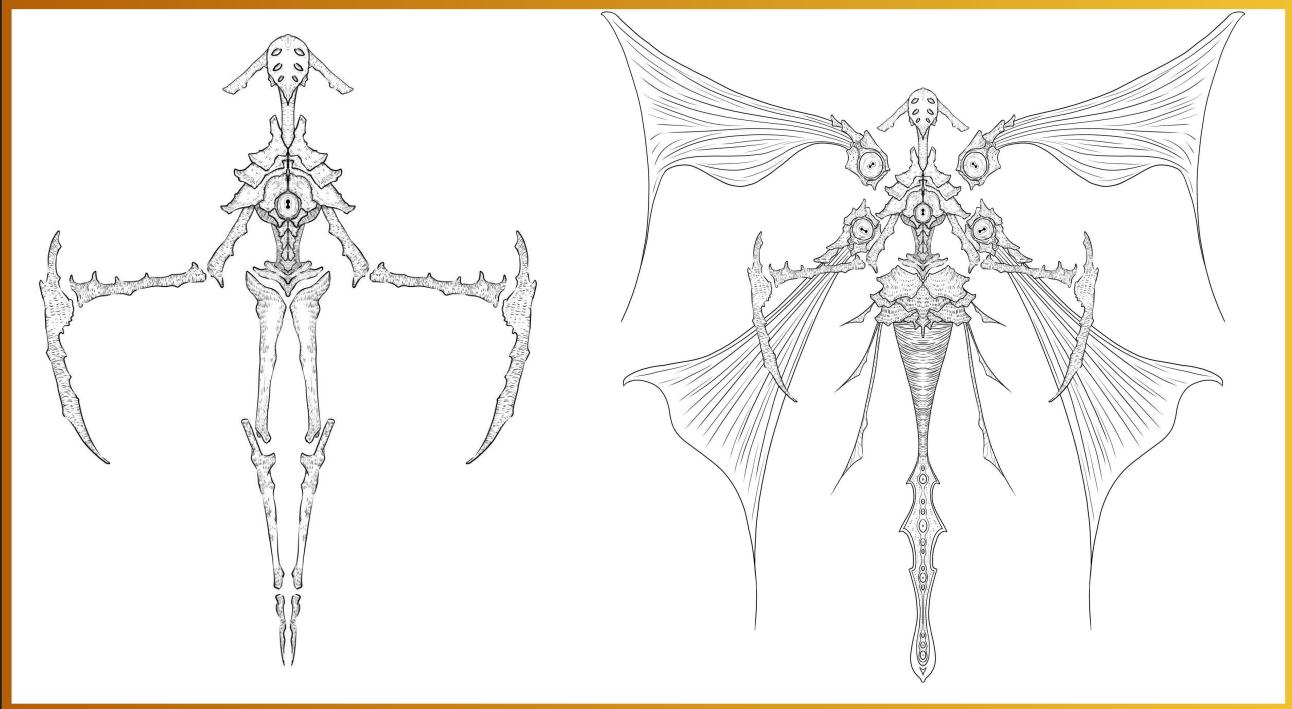


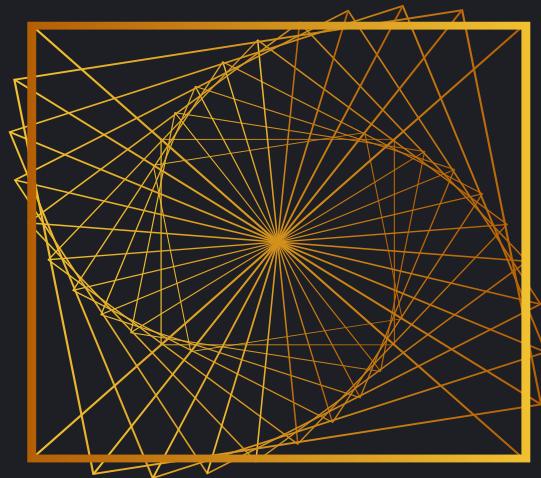
ENEMIES



BOSS

Hive queen





07. LEVEL

Level for Vertical Slice 1

01

02

03

04

05

06

01

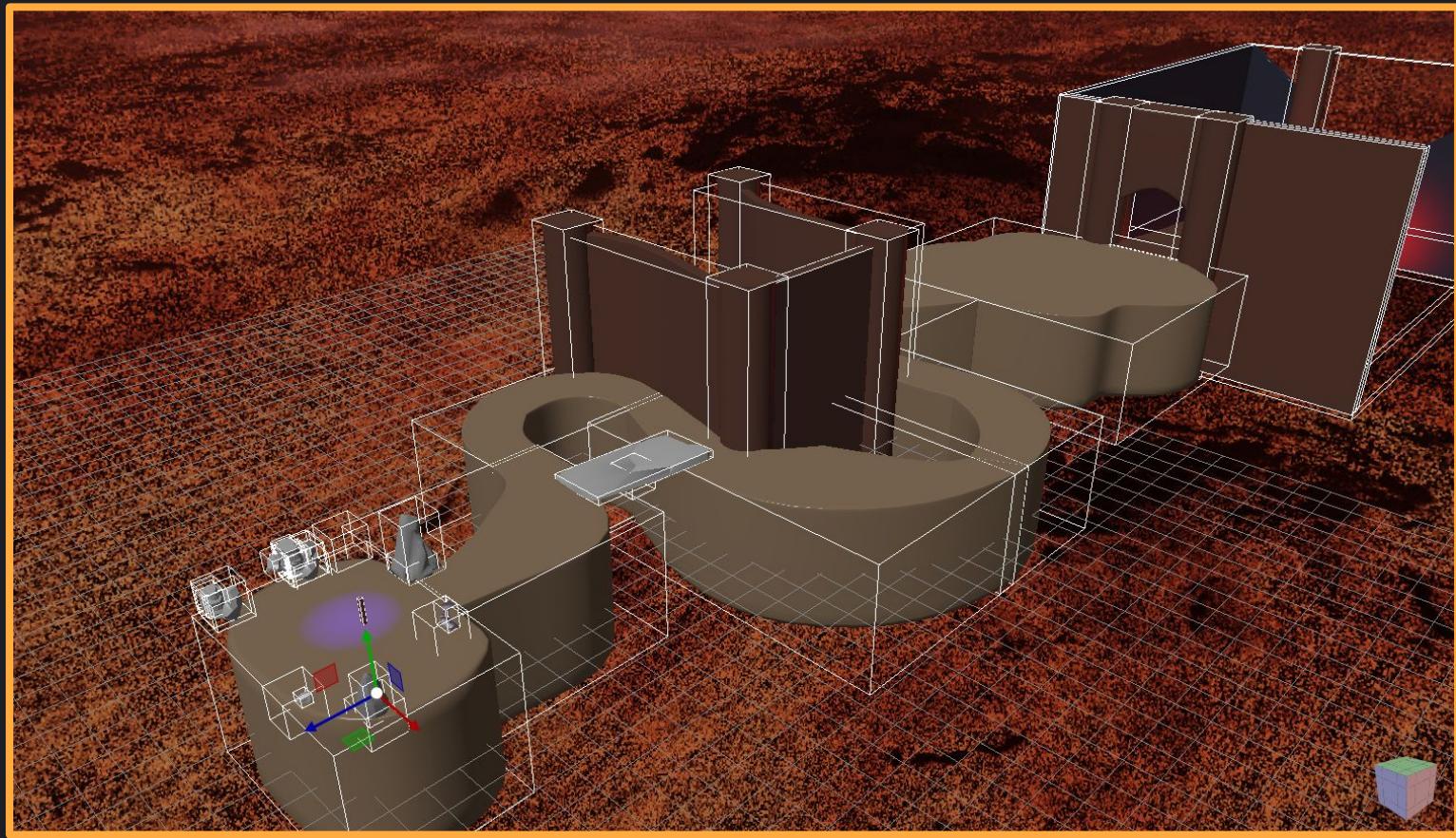
02

03

04

05

06



01

02

03

04

05

06

01

02

03

04

05

06



08.

TECH AND TOOLS

Art, Programming and Management Tools

01

02

03

04

05

01

02

03

04

05

06





Types of tools

Artistic

- 3D modeling
- Image Editing
- Animation

Organisational

- Task Board
- Visual Design Board
- Communication
- Source Control

Programmatic

- Integrated Development Environment (IDE)
- Game Engine





3D Modeling/Animation Software

01



3ds Max



Maya



Substance
Painter



02



ZBrush



03

04

05

06



1

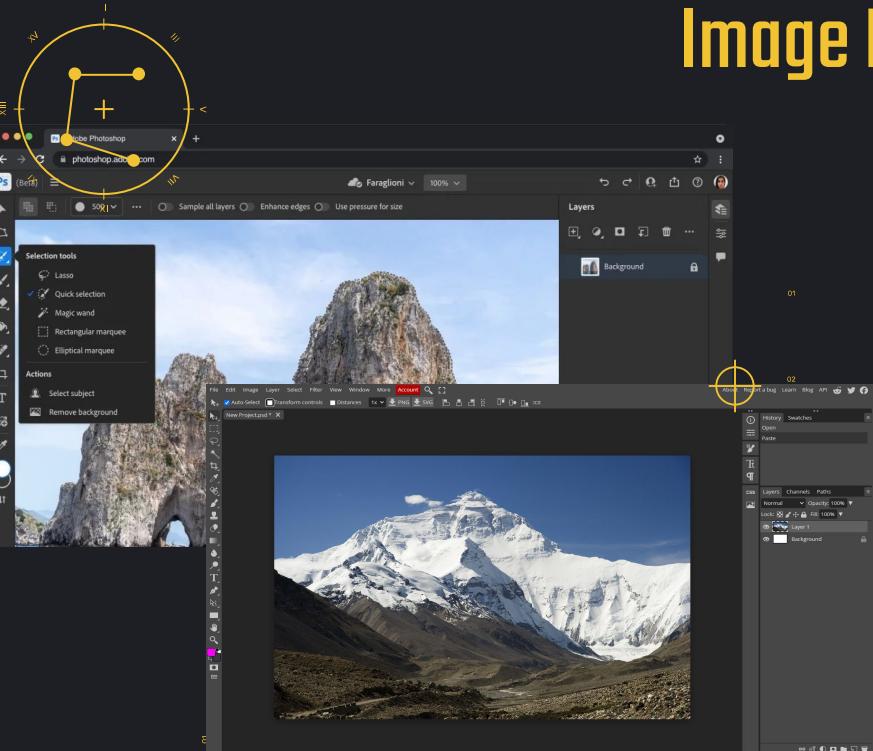
2

3

4

5

6



01

02

03

04

05

06



Image Editors

PhotoShop & Photopea 

Professional image editor from Adobe and free browser-based alternative to it.



01

02

03

04

05

06



0

0

0

0

0

0



01

Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management

Web | Akita Interactive's Workspace (Board)

File Edit View History Window Settings

ClickUp

Search

Home

Notifications

Show more

Favorites

+ NEW SPACE

Everything

Akita Interactive

Web

Art

Engine

Game Design

Level Design

DASHBOARDS

DOCS

Web

PLANNING 0

IN PROGRESS

TO DO 4

Create page showing Game Vision Document

Mar 28 - Apr 3

Create page showing team info, photo, portfolio

Mon - Mar 20

Create page with the UML

Mar 28 - Apr 3

Create "blog" with several posts

Mon - Apr 3

+ NEW TASK

02

03

04

05

06

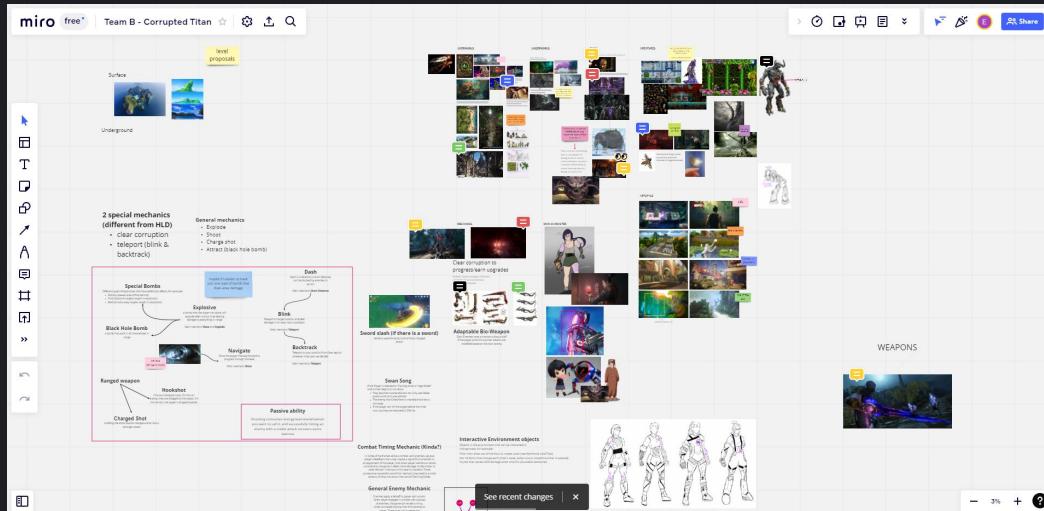




Visual Design Board

Miro 

Virtual online White board
for sharing ideas and
designs





0

0

0

0

0

06



01

Communication

Discord



- Free
- Easy to set up
- Multiple chat rooms for different subjects
- Voice calls and screen sharing
- Quick Code snippet and image sharing

The screenshot shows a Discord server interface for "UPC Master in AAA Vide...". The left sidebar lists several channels:

- # general
- # roles
- # social-medias
- # useful-links
- # fun
- # concept-discovery
- # meeting-planner
- # open-roles
- # spooky
- # a-ringworm
- # b-corrupted-titan
- 🔊 not the poopie call
- 📞 THE call
- ART
- CODE
- ENGINE TASKFORCES

The # general channel has the following messages:

- @free(baran); thick yoghurt
- Armando 06/03/2022 hehe, I mean in Spanish back home we call it natilla, but it seems here that is a completely different thing
- Alvaro 06/03/2022 Crema agria? jaja

A timestamp at the bottom indicates 7 March 2022.

The # general channel also contains messages from other users:

- free(baran); 07/03/2022 What about rebranding from Akita Interactive to Akita Dynasty and have a logo of an akita with a crown 🐶
- isabel.fbx 07/03/2022 No please we already struggled so much to choose this name 😂 Just leave it like this hahahha
- free(baran); 07/03/2022 Same name with different suffix 🐶
- Armando 07/03/2022 @free(baran); why do you want to see the world burn?
- free(baran); 07/03/2022 Akita itself is so generic 🐶
- cruelaudia.obj 07/03/2022 this is very important!! the opening cinematic thing
 - introduce one unique trait about the world
 - introduce the main character and hint their need
 - mini three act structure
 - introduce a hook (inciting incident or call of the character etc)
 - it should be something that happened and then you start playing and that thing continues
 - like to not repeat what you just saw but playing instead of watching
 - think about the opening image



02

03

04

05

06



0

0

0

0

0



01

File Edit View Repository Branch Help

Current repository Hachiko-Engine

Changes History

Select branch to compare...

Merge pull request #14 from AkitaInteractive/improvements/memory-leaks-fix...
Armando · Feb 23, 2022

updating source folders to be lowercase
Armando · Feb 22, 2022

Merge pull request #13 from AkitaInteractive/separating-memory-leaks-reporting-code
Armando · Feb 22, 2022

separating memory leaks reporting code
Armando · Feb 21, 2022

Merge pull request #10 from AkitaInteractive...
I. Banu Sunucu · Feb 18, 2022

[Fix] Style fix in WindowHierarchy.cpp
miquelmineto3 · Feb 18, 2022

Merge pull request #11 from AkitaInteractive...
Armando · Feb 18, 2022

[ADD] Exclusions vendors
Eric · Feb 18, 2022

more prove
Eric · Feb 18, 2022

Change version of msbuild
Eric · Feb 18, 2022

Try rebuild
Eric · Feb 18, 2022

[Fix] No cache for sonar msbuild
Eric · Feb 18, 2022

[ADD] Sonar properties
Eric97or · Feb 18, 2022

Update path build-wrapper
Mónica Martín · Feb 18, 2022

Commented schedule lines
Mónica Martín · Feb 18, 2022

Updated name to run build-wrapper
Mónica Martín · Feb 18, 2022

Create sonar-project.properties for Sonar C...
Mónica Martín · Feb 18, 2022

Create build.yml for Sonar Configuration
Mónica Martín · Feb 18, 2022

Fetch origin Current branch main Last fetched Feb 28, 2022

Merge pull request #13 from AkitaInteractive/improvements/memory-leaks-fix...
Armando · Feb 23, 2022

Separating memory leaks reporting code

Source\Engine.vcxproj @@ -1,17 +1,5 @@

```
1 1 #include "core/hephc.h"
2 +
3 #ifndef _DEBUG
4 #define DEBUG_NEW new (_NORMAL_BLOCK, __FILE__, __LINE__)
5 #define new DEBUG_NEW
6
7 #define _CRTDBG_MAP_ALLOC
8 #include <cstdlib>
9 #include <crtdbg.h>
10
11 //void DumpLeaks(void)
12 //{
13 //    _CrtDumpMemoryLeaks(); // Show leaks with file and line where
14 //    // allocation was made
15 //}
```

2 +#include "Instrumentation/MemoryLeaks.h"

```
3
4 enum class MainStates
5 {
6     @@ -27,7 +15,7 @@ Hachiko::logger* Logging = nullptr;
7
8     int main(int argc, char** argv)
9     {
10         _exit(0);
11     + _CrtSetDbgFlag(_CRTDBG_ALLOC_MEM_DF | _CRTDBG_LEAK_CHECK_DF);
12         Logging = new Hachiko::logger();
13
14         int main_return = EXIT_FAILURE;
15 }
```

Source Control



02

03

- Recorded history of the codebase
 - Powerful tool for collaboration
 - Branch system for working in parallel
 - Industry standard
- 04
- 05
- 06





Visual Studio

- “Bread & Butter” Code Editor
- Built in compiler
- Debug and performance measuring tools

A screenshot of the Visual Studio IDE interface. The code editor window displays C++ code for a material importer. The Solution Explorer window shows a project named 'Hachiko' with multiple components. The Properties window is visible on the right. The Output window at the bottom shows build logs. The status bar at the bottom indicates 'Ready'.

```
1 // Hachiko
2 // Components
3 // Material.h
4 // Texture.h
5 // MaterialImporter.h
6
7
8 Serial::ComponentMaterial(GameObject* container) :
9     MATERIAL(container) {}
10
11 Serial::ComponentMaterial()
12 {
13 }
14
15
16 EntMaterial::Import(AMaterial* assimp_material, const std::string& model_path, const
17                     std::string& model_name)
18 {
19     assImpoter::Material::Import(assimp_material, model_path, model_name);
20     re = material->diffuse.loaded;
21     are = material->specular.loaded;
22 }
23
24 EntMaterial::Save(JsonFormatterValue j_component) const
25 {
26     Material::Save(material, j_component);
27 }
28
29 EntMaterial::Load(JsonFormatterValue j_component)
30 {
31     assImpoter::Material::Load(j_component);
32     re = material->diffuse.loaded;
33     are = material->specular.loaded;
34 }
```

Output:

```
Show output from: Source Control - Git  
Opening repositories:  
D:\Development\c++\Hachiko-Engine
```



01



02

03

04

05

06





05

08

03

06

05

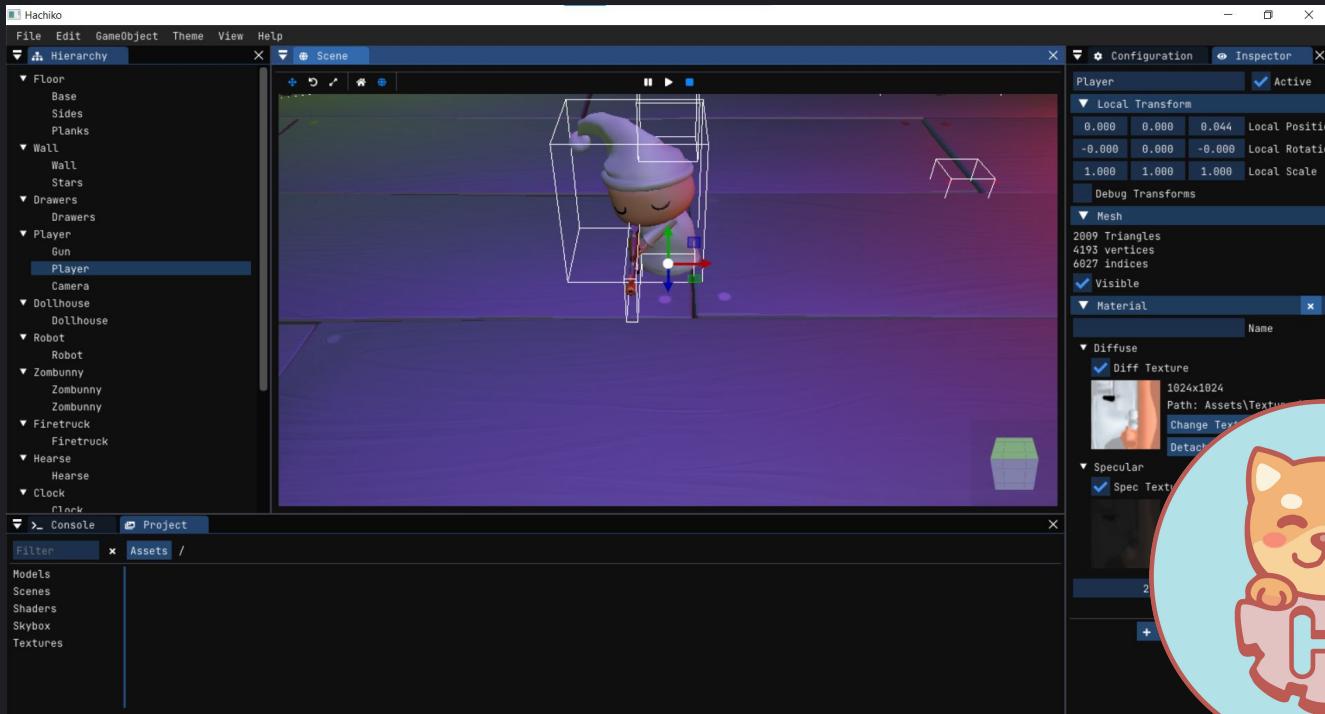
06



01



Game Engine: Hachiko



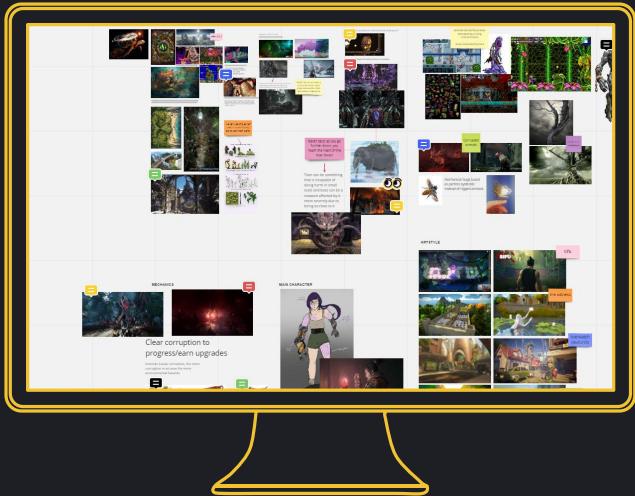
02

03

04

05

06



09.

VISUAL GOALS

General Art Direction



01

02

03

04

05

06

01

02

03

04

05

06



OVERALL ART STYLE

STYLIZED

CHARACTERS

Main references being
Overwatch, Sifu and Valorant.

Also Metroid, Mirror's Edge,
League of Legends, Psychonauts.



TEXTURES

PBR with some hand painted details.

Main references being
Overwatch, The Witness
and ***Sifu***.





Valorant

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





sifu

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





Lighting



Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7 73273





10. COMPETITORS

Recent games with similar themes

01

02

03

04

05

06

01

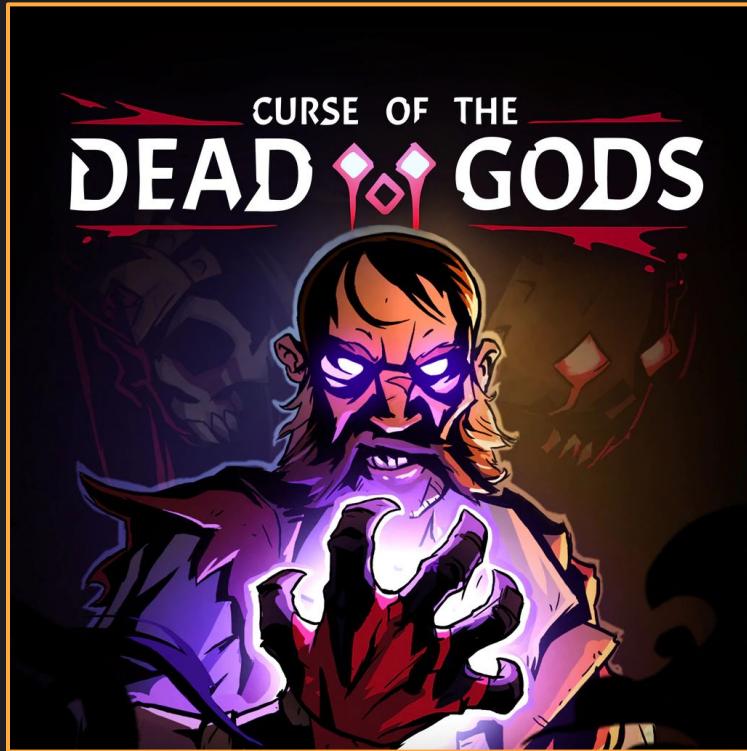
02

03

04

05

06



CURSE OF THE DEAD GODS

PASSTECH GAMES, 2021

Fast-paced action

Easy to learn, hard to master

Corruption meter





01

02

03

04

05

06

01

02

03

04

05

06



ELDEST SOULS

FALLEN FLAG STUDIO, 2021

Fast-paced combat

Souls-like

Big bosses



01

02

03

04

05

06

01

02

03

04

05

06



01

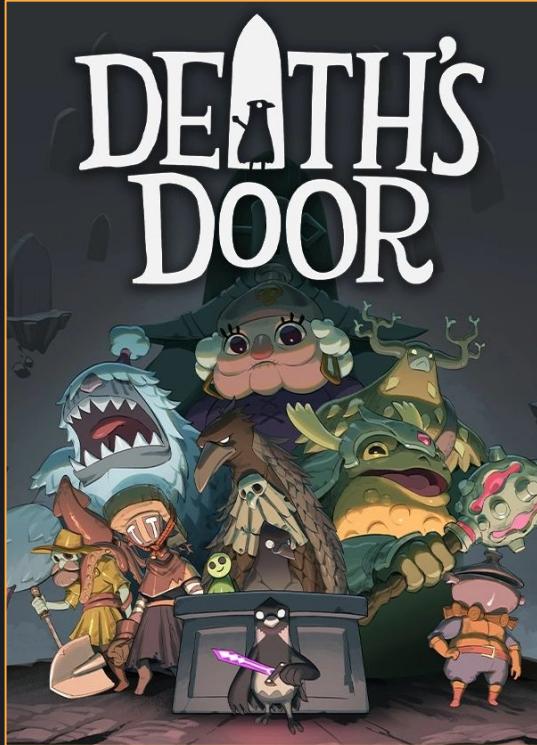
02

03

04

05

06



DEATH'S DOOR

ACID NERVE, 2021

01

02

03

04

05

06

Cartoon

Puzzle Solving

Combat

01

02

03

04

05

06



01

02

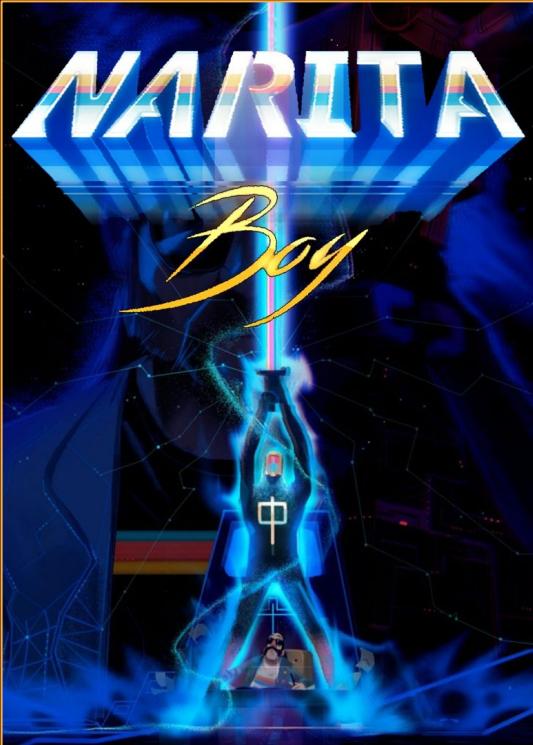
03

04

05

06





NARITA BOY

STUDIO KOBA, 2021

01

02

03

04

05

06

Retro - Old Fashioned

Platforming

Combat

01

02

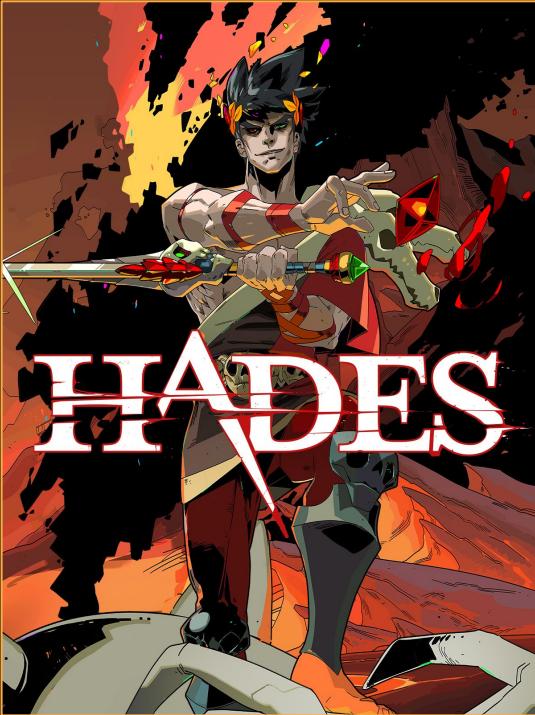
03

04

05

06





HADES

SUPER GIANT GAMES, 202

01
Greek Mythology

02
Rogue-lite

03
Fast-paced Action





01

02

03

04

05

06





THANKS

Do you have any questions?

akitainteractive@gmail.com
[akitainteractive.github.io](https://github.com/akitainteractive)



CREDITS: This presentation template was created by [Slidesgo](#), including icons by [Flaticon](#), and infographics & images by [Freepik](#)

PLEASE KEEP THIS SLIDE FOR ATTRIBUTION

