



UDRUM & FOREST

"Save the forest and reconnect the soul of the forest."



OVERVIEW

« Stay connected with the forest and save it from danger »

Udrum, a sylvan creature, is the guardian of the forest who will defend his environment from unconscious actions of man.

inspired by Trentino folklore

GAME SHEET

Technical data sheet

Genre

Open World Exploration Adventure in first person camera with Environmental Puzzles

Platform

PC-windows os

Game Mode

Single Player

Main Tech

UNITY

Key Market

UE

Languages

IT + EN

Business Model

Buy to Play

Price

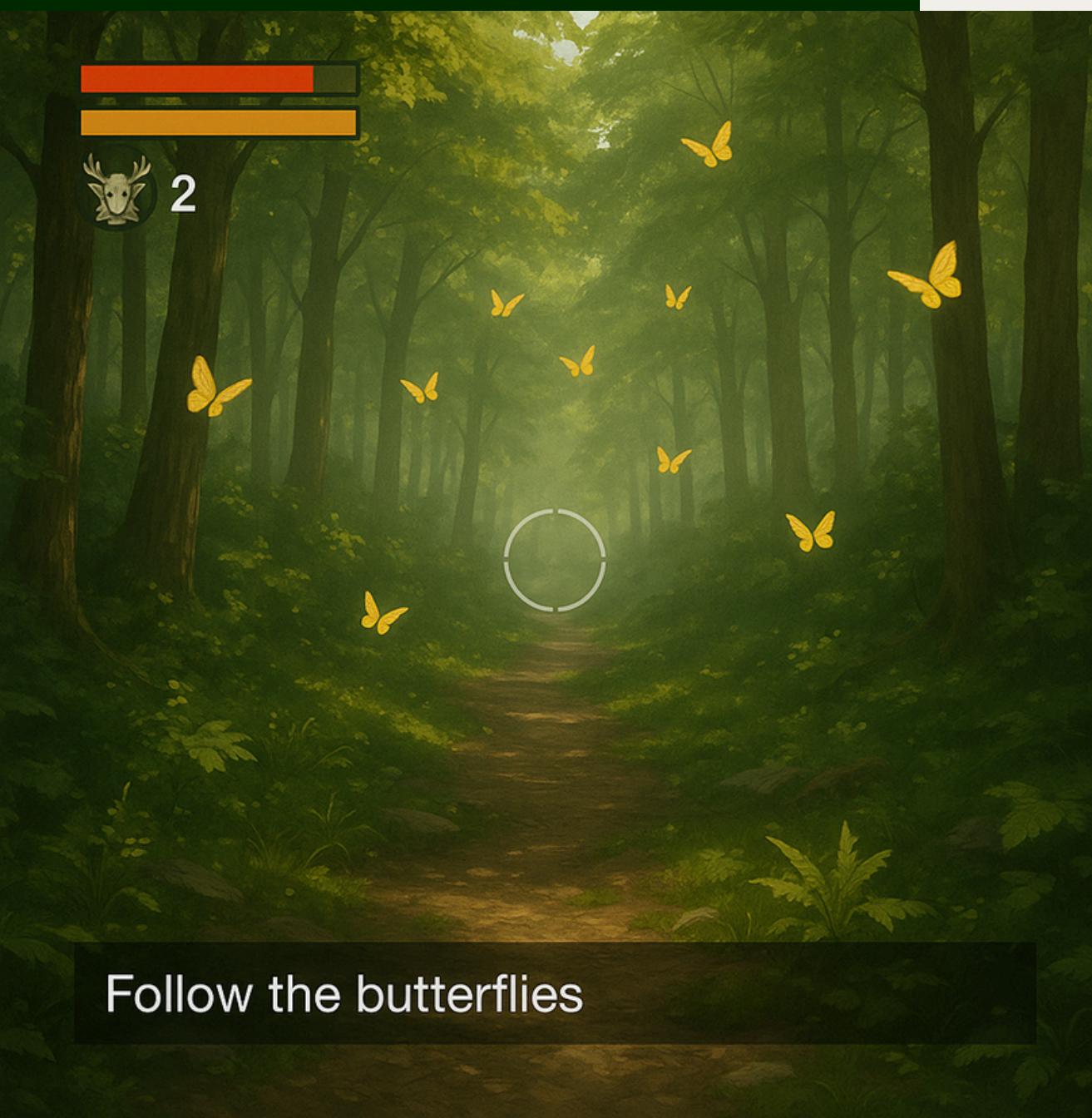
19.90 Euro



GAME CONCEPT

First-person gameplay, featuring environmental puzzles and narrative missions. The player moves freely through the forest, where every action consumes energy or stamina, encouraging a thoughtful and strategic approach.

- *Purification – Interact with mycelium to cleanse corrupted areas.*
- *Liberation – Rescue trapped animals through environmental puzzles.*
- *Skill Check – Timed events that require precision to overcome environmental challenges.*
- *Mycelic Perception – Sensory modality that reveals hidden connections and paths.*
- *Natural Guidance – Butterflies by day and fireflies by night show the way.*
- *Ecological Morale – Every action visually and audibly influences the game world.*



ENVIRONMENTAL PROBLEMS



protect the forest from fires



*clean up the forest from
polluted pools*



free animals from traps

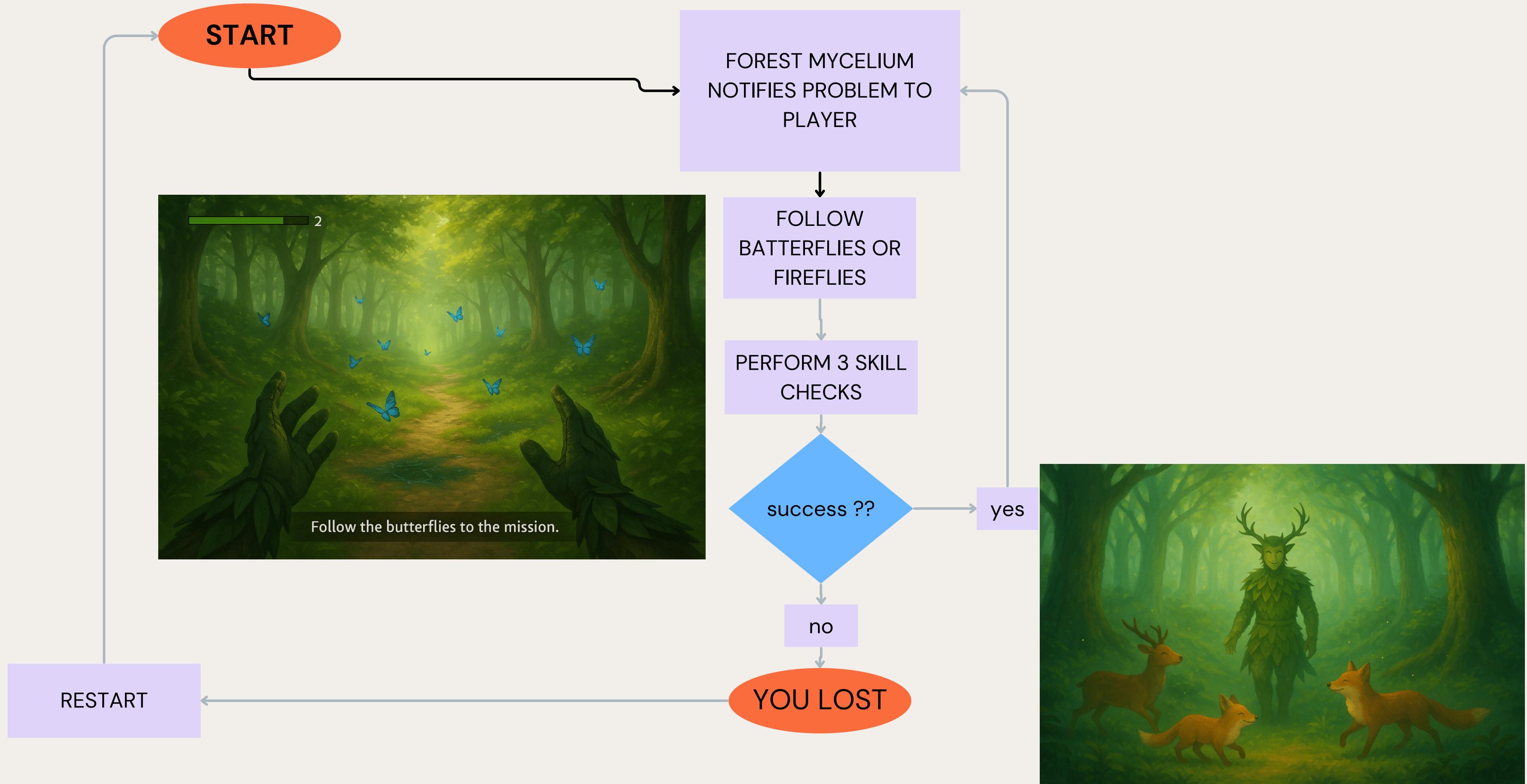
GAMEPLAY

SKILL CHECKS allow the player to solve environmental problems

To win you need perform skill check 3 times



GAME LOOP



PILLARS

1. Guided Exploration (Diegetic Navigation)

- Why: The player must reach Points of Interest (POIs) without intrusive UI or mini-maps.
- How: Use butterflies (day) and fireflies (night) as natural guides; glowing mycelium threads subtly indicate direction.

2. Focus-Based Skill Checks

- Why: Adds short, tense, skill-based interaction moments that fit the theme of precision and care.
- How: Single-button input ("T"), visible success zone, difficulty scales with arrow speed and window size.
- Success Metric: Average success rate: 70% at early levels → 55% at advanced levels; clear audiovisual feedback for success/failure.

KEY SELLING POINTS

- *Diegetic Guidance, No HUD Clutter*
Butterflies, fireflies, and glowing mycelium replace intrusive maps and markers. Immersion and navigation become part of the natural world.
- *Poetic, Atmospheric World Design*
Inspired by forest folklore and bioluminescent ecosystems, the visual and audio direction creates a sense of wonder and melancholy.
- *Accessible but Deep Experience*
Simple inputs, clear feedback, and short loops make the game approachable – while systemic ecology and layered progression provide depth.
- *Core Moral / Message*
Short version (for a tagline): Respect the forest, and it will guide you back to balance.

CREATIVE MIX



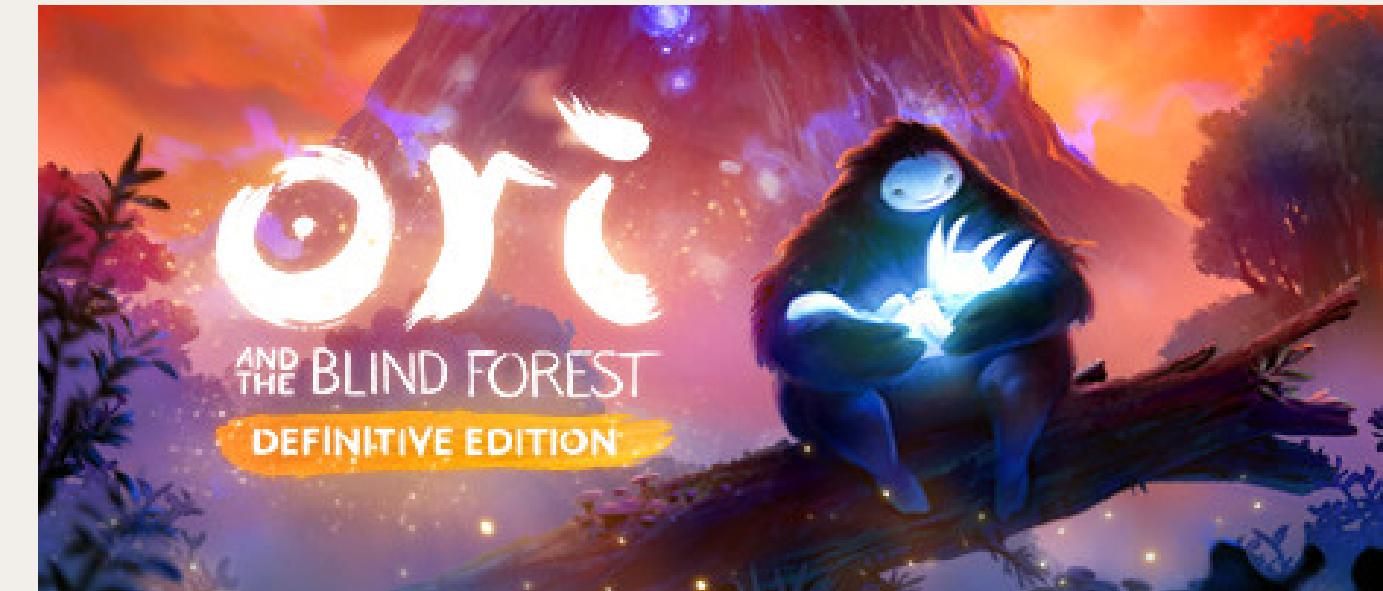
Open World Game in the natural environment

28,99€



inspired by various
legends of Nordic folklore.

16,79€



young hero save the forest that was dying

19,99€

FINANCIAL PROJECTION

BUDGET : 505 000 €

GAME PRICE: 19,90 €

DESIGNER : 25%

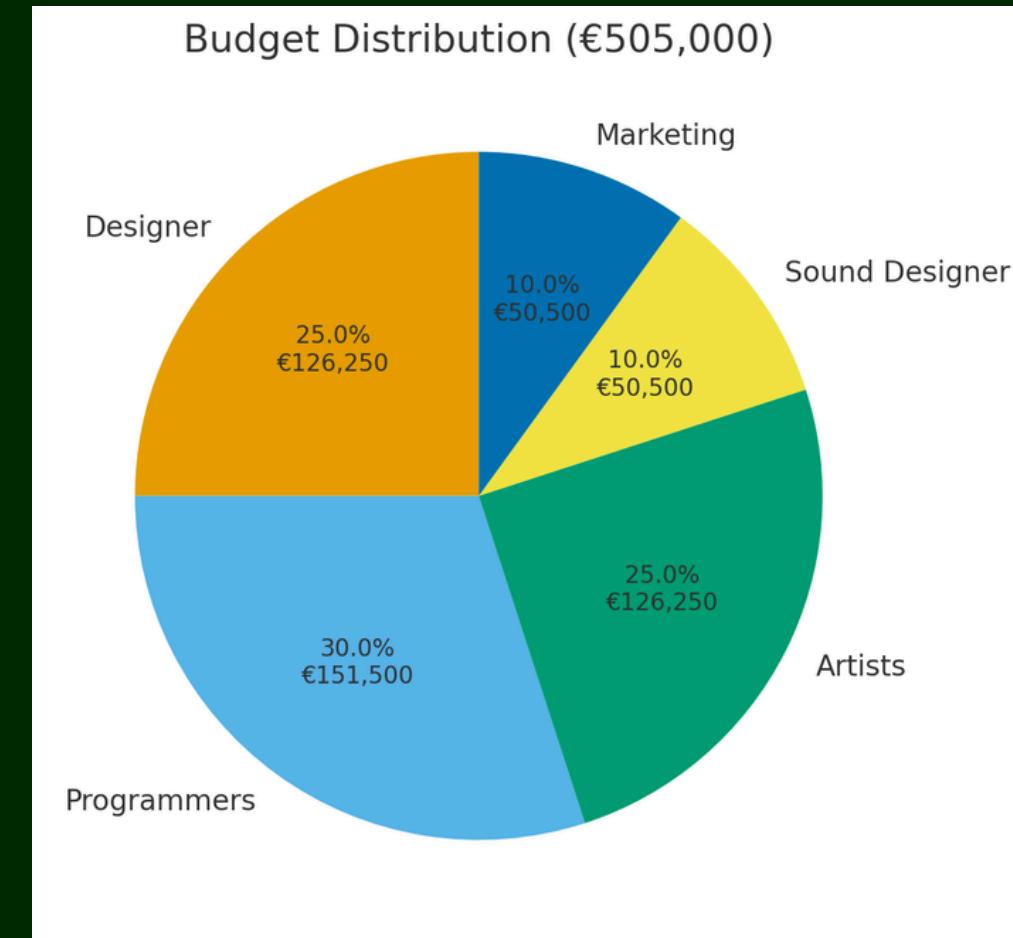
PROGRAMMERS : 30%

ARTIST: 25%

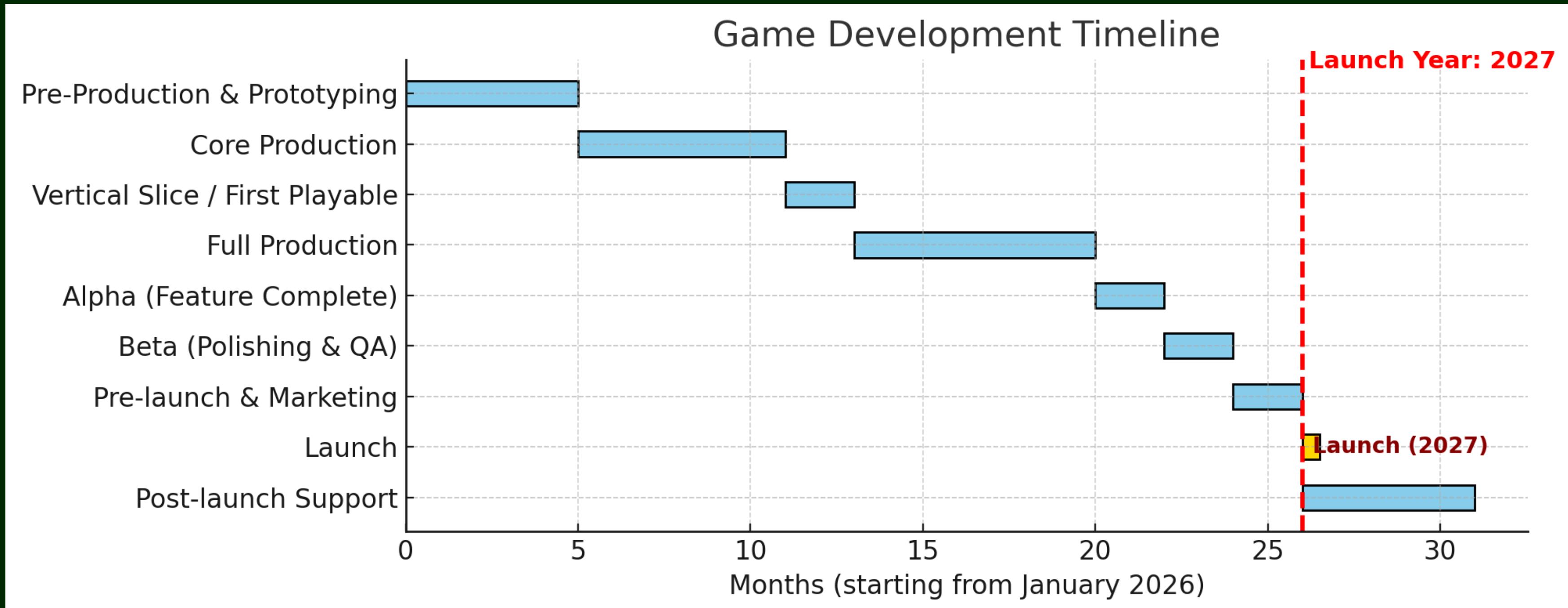
SOUND DESIGNER: 10%

MARKETING : 10%

BREAK-EVEN: 36300 copies



TIMELINE



TEAM

GAME DESIGNER

- *To be recruited*

PROGRAMMERS

- *Andrea Fraboni*
- *To be recruited*

ARTISTS

- *To be recruited*
- *To be recruited*

SOUND DESIGNER

- *To be recruited*

A wide-angle photograph of a mountainous landscape during sunset. The sky is filled with dramatic, orange and yellow clouds. In the foreground, there are green hills and trees. The mountains in the background are partially covered in snow. Overlaid on the center of the image is the text "THANK YOU" in large, white, sans-serif capital letters.

THANK YOU

Let's keep our Earth green and alive