



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

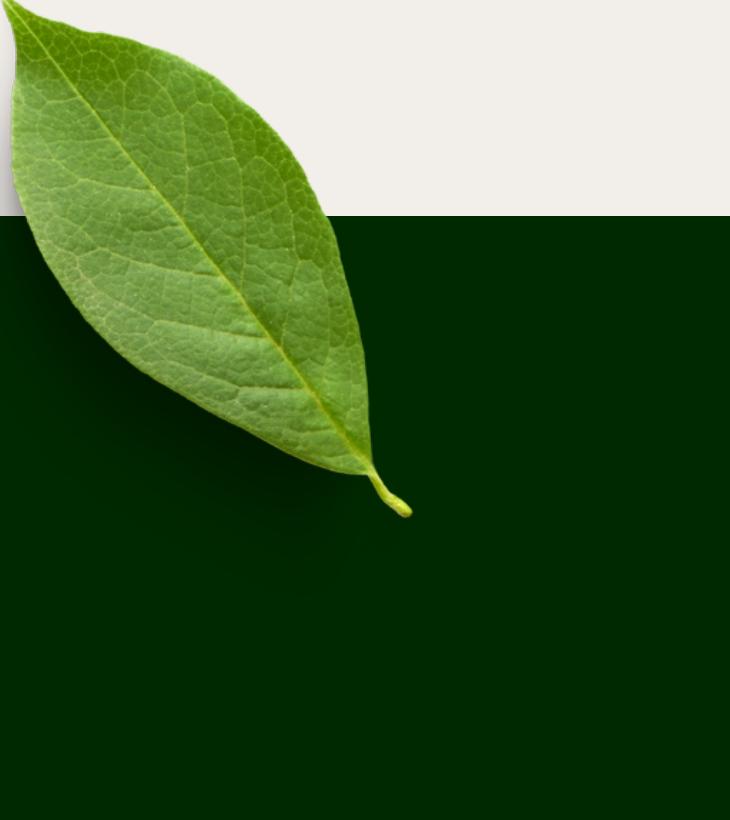
Business Model

Buy to Play

Price

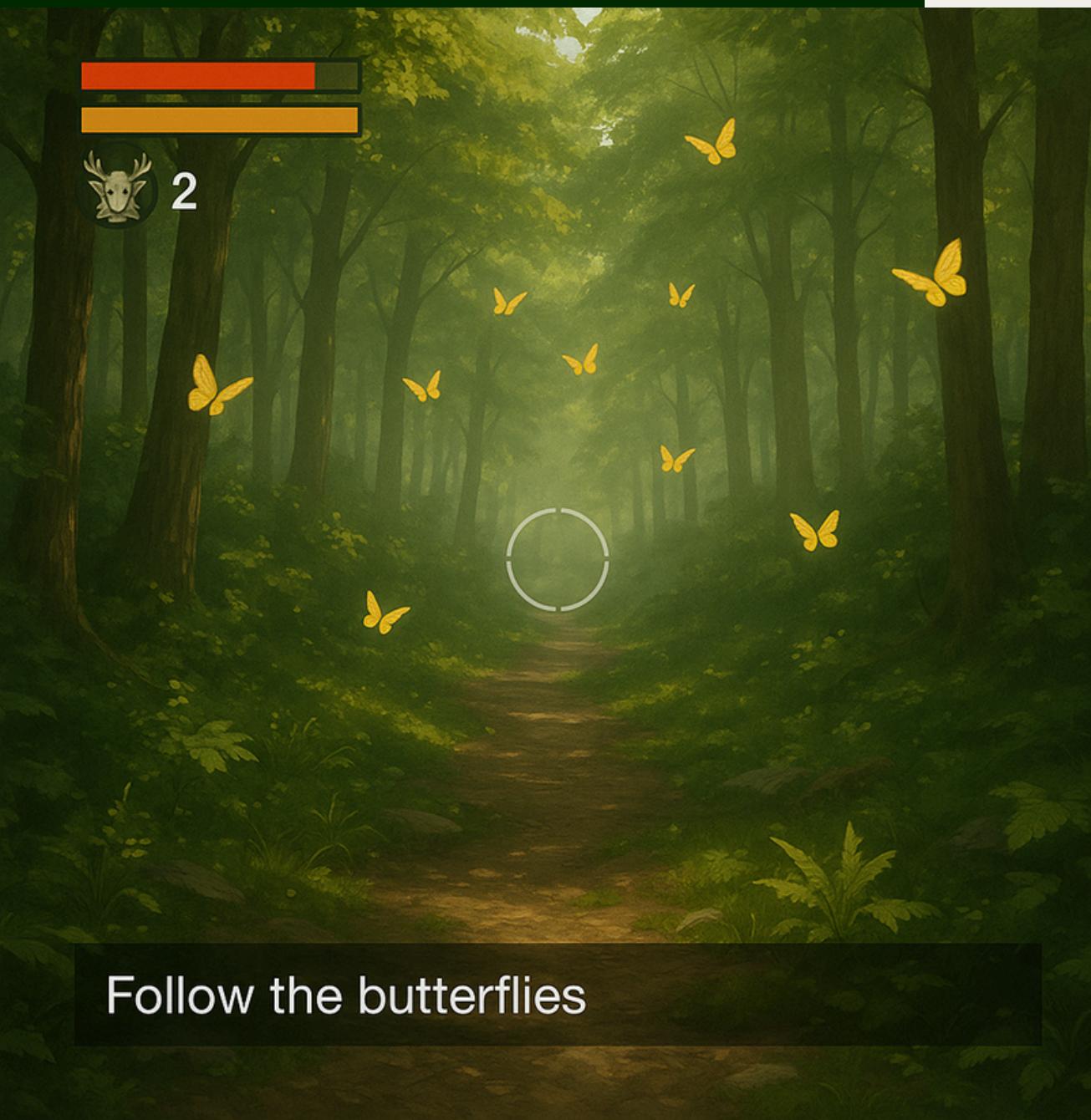
19.90 Euro





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.

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- *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.*
 - *Move Objects – You can grab and move object in the environment for overcome obstacles and continue in your mission.*

Follow the butterflies

MORE THINGS



We are in a far land in **Northern Europe**, in a forest where a sylvan creature named **Udrum** lives, **guardian of the forest will defend its environment** at all costs, threatened by the unwitting actions of man.

Through the mycelial network (the forest's underground communication system), the protagonist senses the forest's pain and is **guided by fireflies at night and butterflies during the day to reach the point of interest at the moment.**

All events are narrated through a system of messages that appear and scroll horizontally from right to left at the bottom of the HUD.

Follow the glowing trail



Missions can be rescue **missions or mitigation actions to restore the natural balance, which become gradually more difficult.**

By your **TELECINESIS POWER** you can move objects for remove obstacles from your way or for solve environment issues.

As the game progresses, by saving the forest creatures and restoring the forest's balance through reclamation work, the setting becomes more lush and bright with increasingly active animals.



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



MECHANICS

you can grab and move object in the enviroment using telecinesis; you can grab object by pressing button 'O' when interactable object is in crosshair.

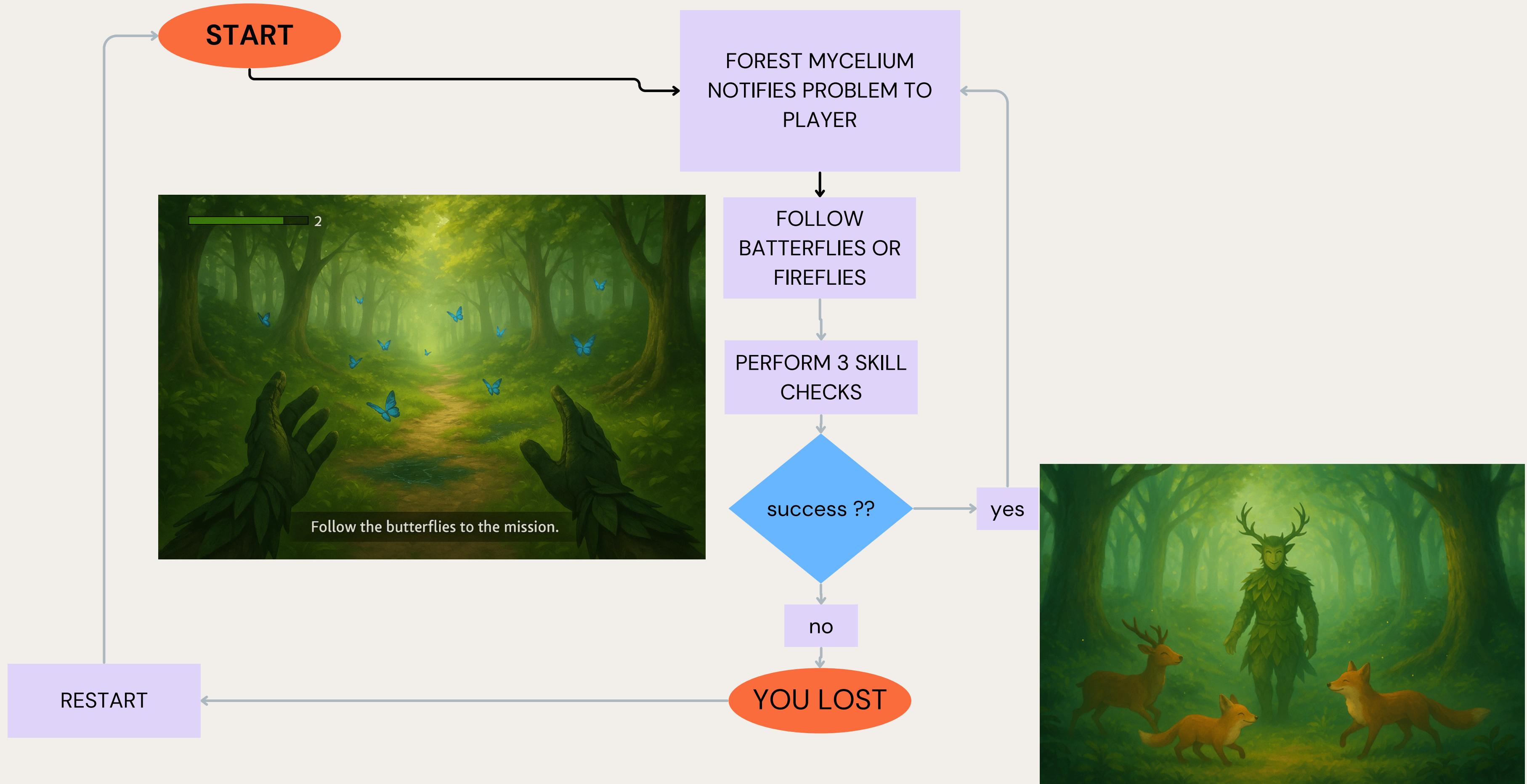


you can rotate object in the enviroment by hold the right mouse button and moving mouse.

you can shoot object in the enviroment by pressing left mouse button.

by this Power you can resolve environment issues too.

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.
- *Core Moral / Message*
Short version (for a tagline): Respect the forest, and it will guide you back to balance.
- *there are the possibilities to have funds or sponsorships from green organizations or european institutions.*
- *the strong point is the social and educational purpose that a game like this can have while respecting the environment.*

CREATIVE MIX



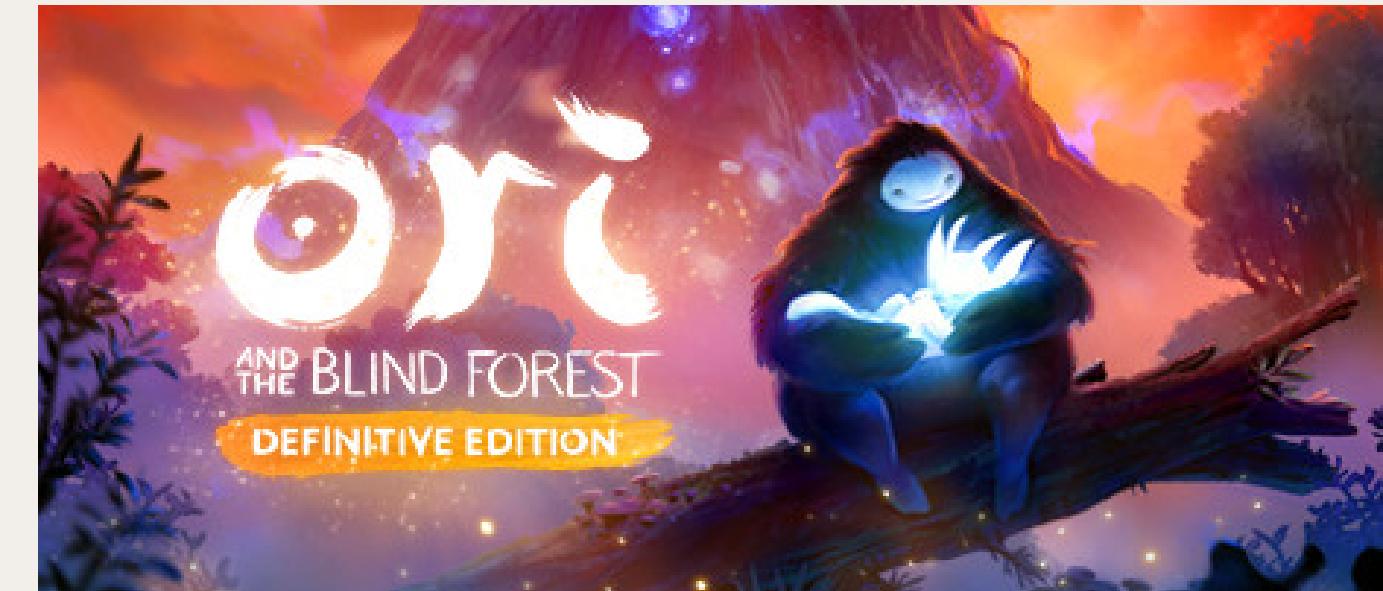
Open World Game in the natural environment

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%

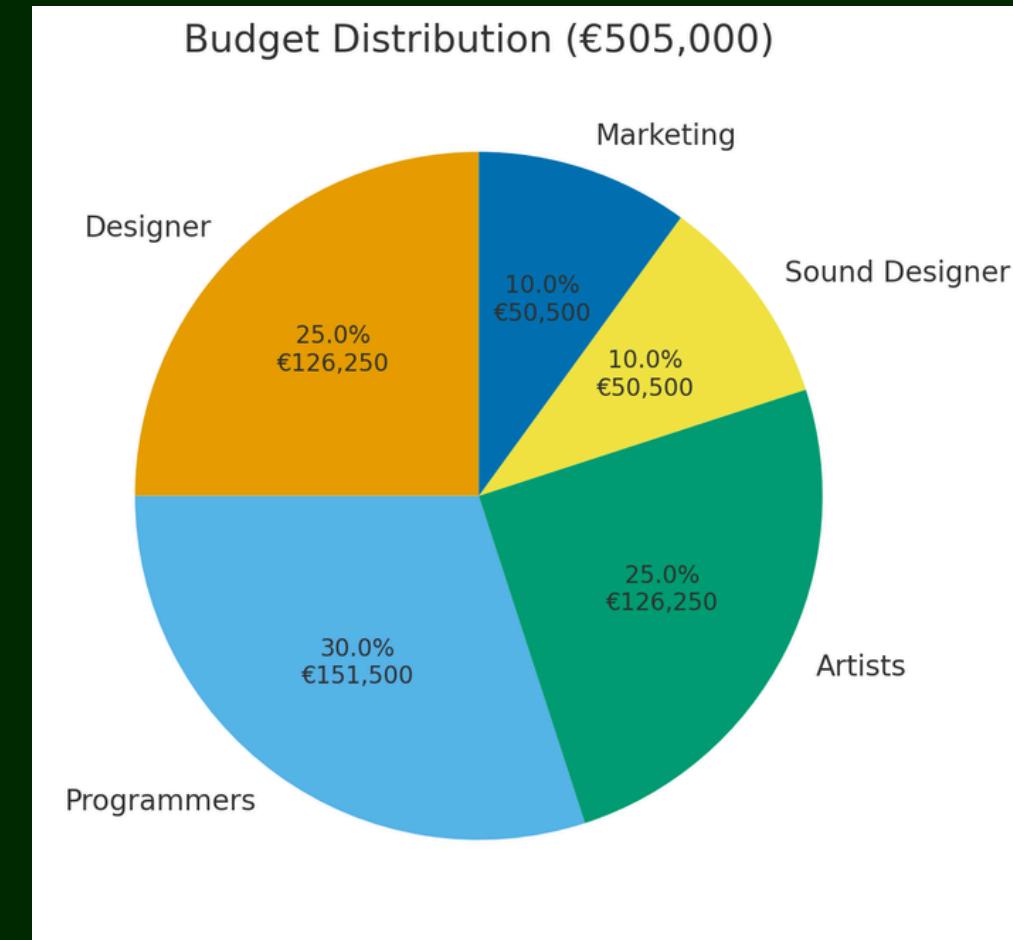
PROGRAMMERS : 30%

ARTIST: 25%

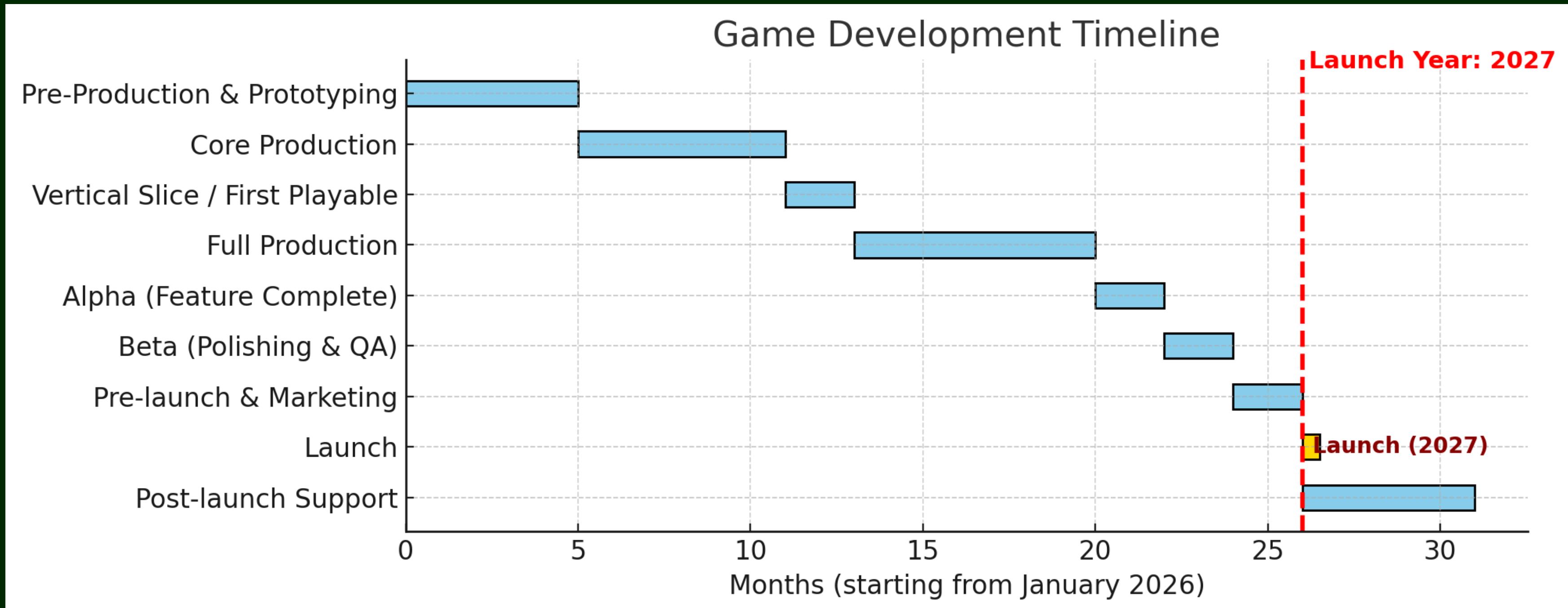
SOUND DESIGNER: 10%

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 scenic mountain landscape at sunset. The sky is filled with warm, orange and yellow clouds. In the foreground, there are green trees and shrubs. The background features several mountain peaks, with one prominent peak on the right side. The overall atmosphere is peaceful and natural.

THANK YOU

Let's keep our Earth green and alive