



# 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

## Business Model

*Buy to Play*

## Languages

IT + EN

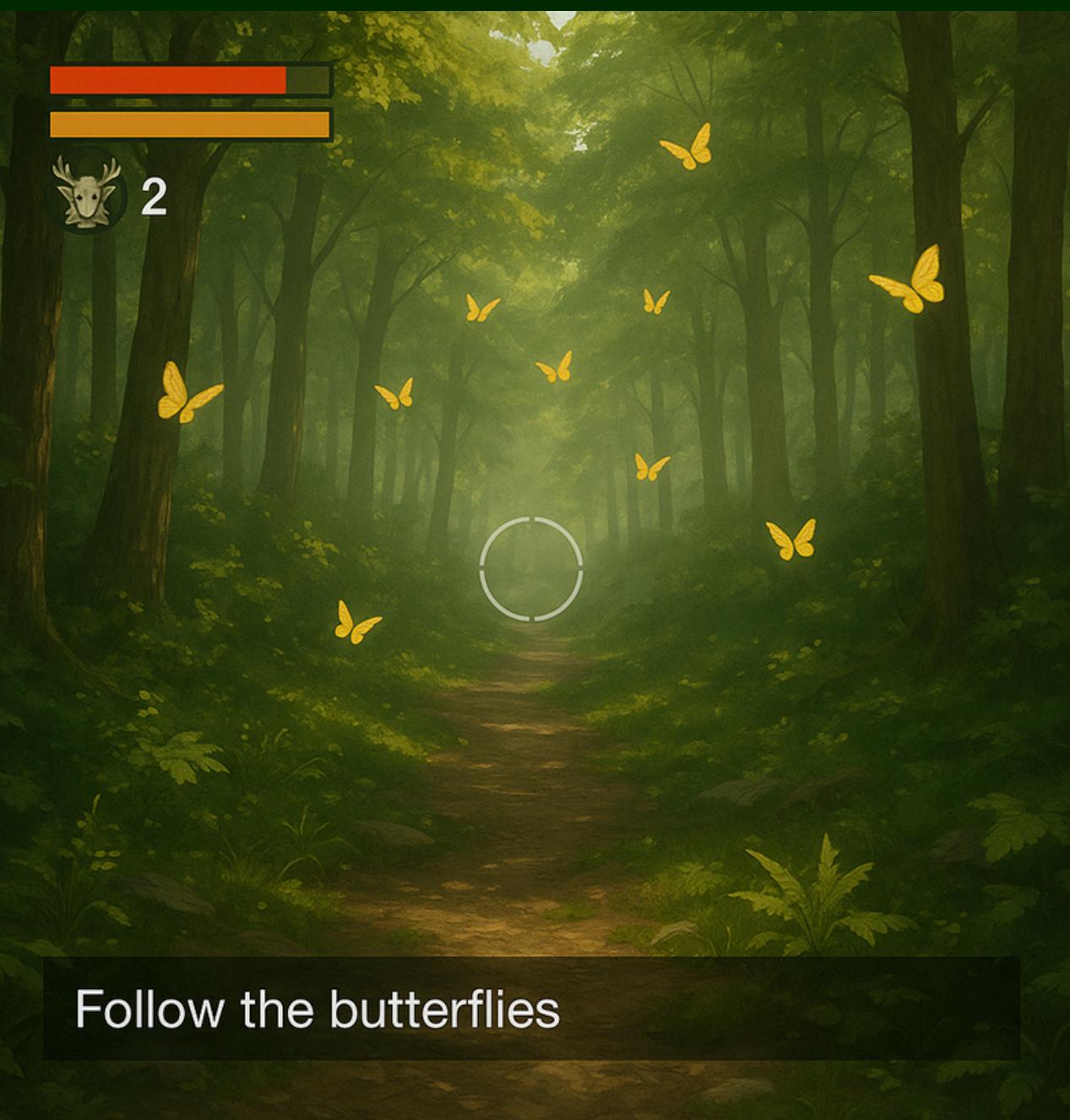
## Price

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



# OTHER THINGS



You are Udrum the guardian of the forest will defend its environment at all costs. Use mycelial network and following fireflies at night and butterflies during the day go to reach the point of interest at the moment.



All events are reported in the messages bar at the bottom of the HUD.

Follow the glowing trail

In the game you can make rescue missions or mitigation actions to restore the natural balance, which become gradually more difficult.

Thanks to your interventions, nature awakens and the animals in the forest increase.



# ENVIRONMENTAL ISSUES



protect the forest from fires



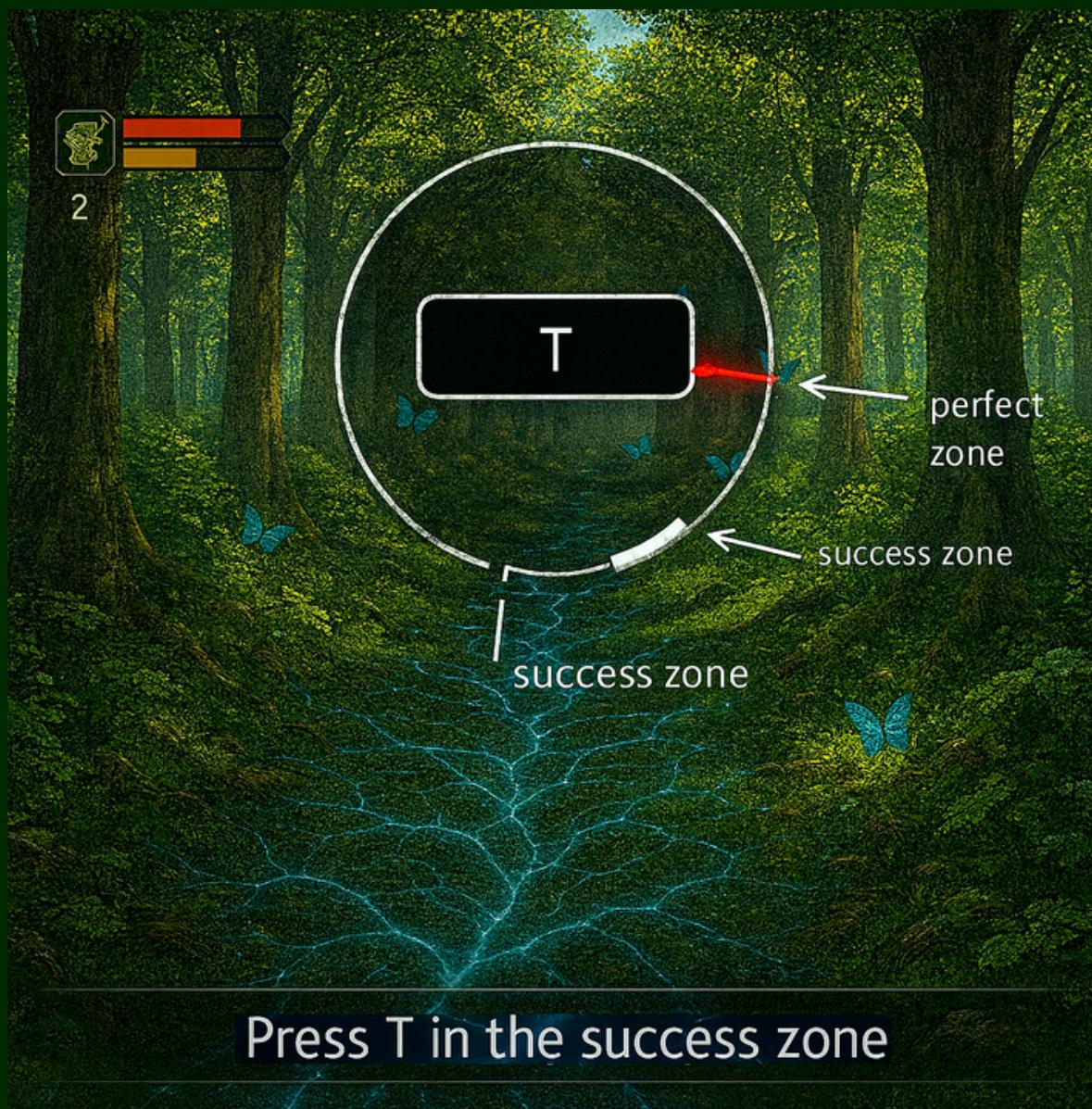
*clean up the forest from  
polluted pools*



*free animals from traps*

# GAMEPLAY - MECHANICS

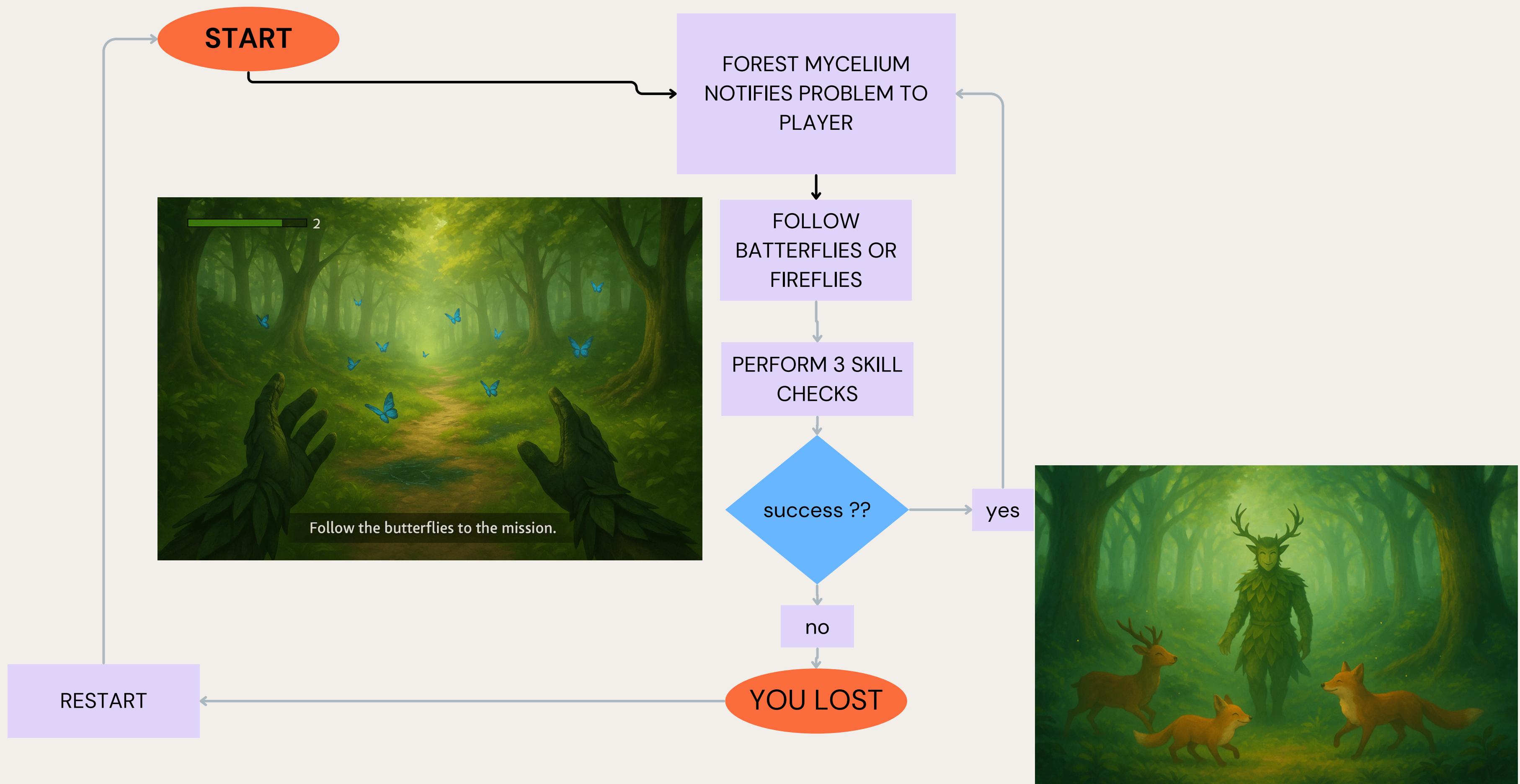
*SKILL CHECKS allow the player to solve environmental problems by winning skill check 3 times consecutively.*



- you can grab and move object in the environment using telecinesis.
- you can rotate objects in the environment by hold the right mouse button and moving mouse.
- you can shoot objects in the environment by pressing left mouse button.

*by telecinesis 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

- *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



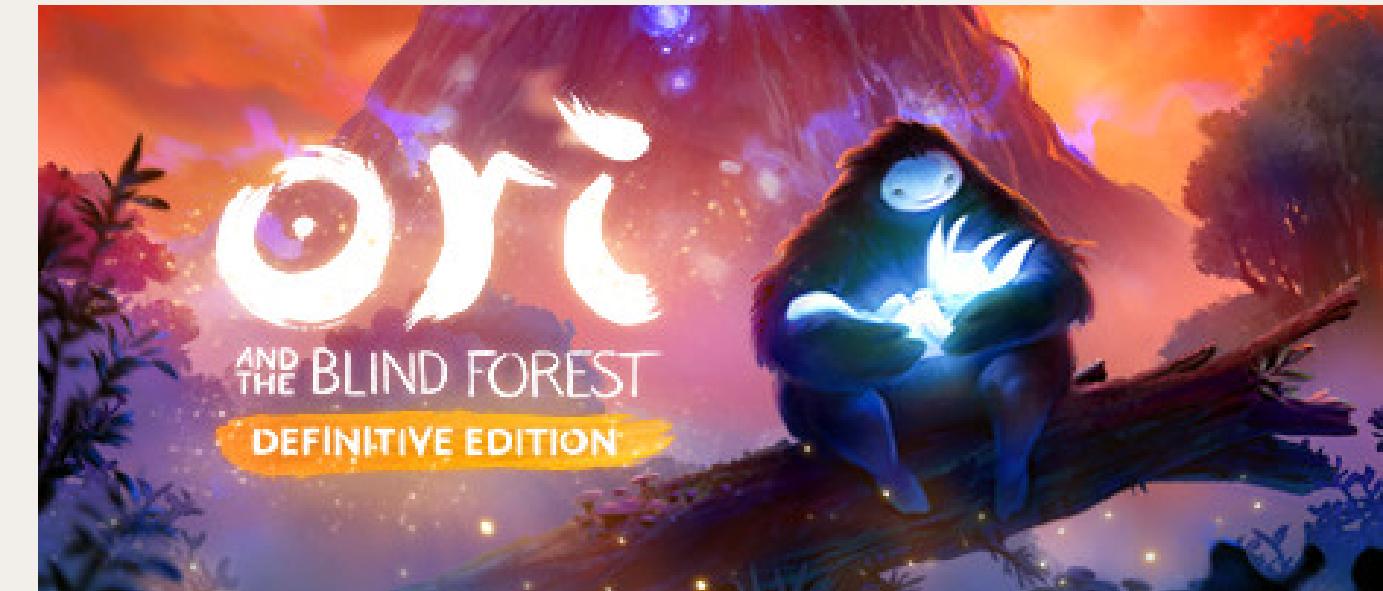
Open World Game in the natural environment

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%*

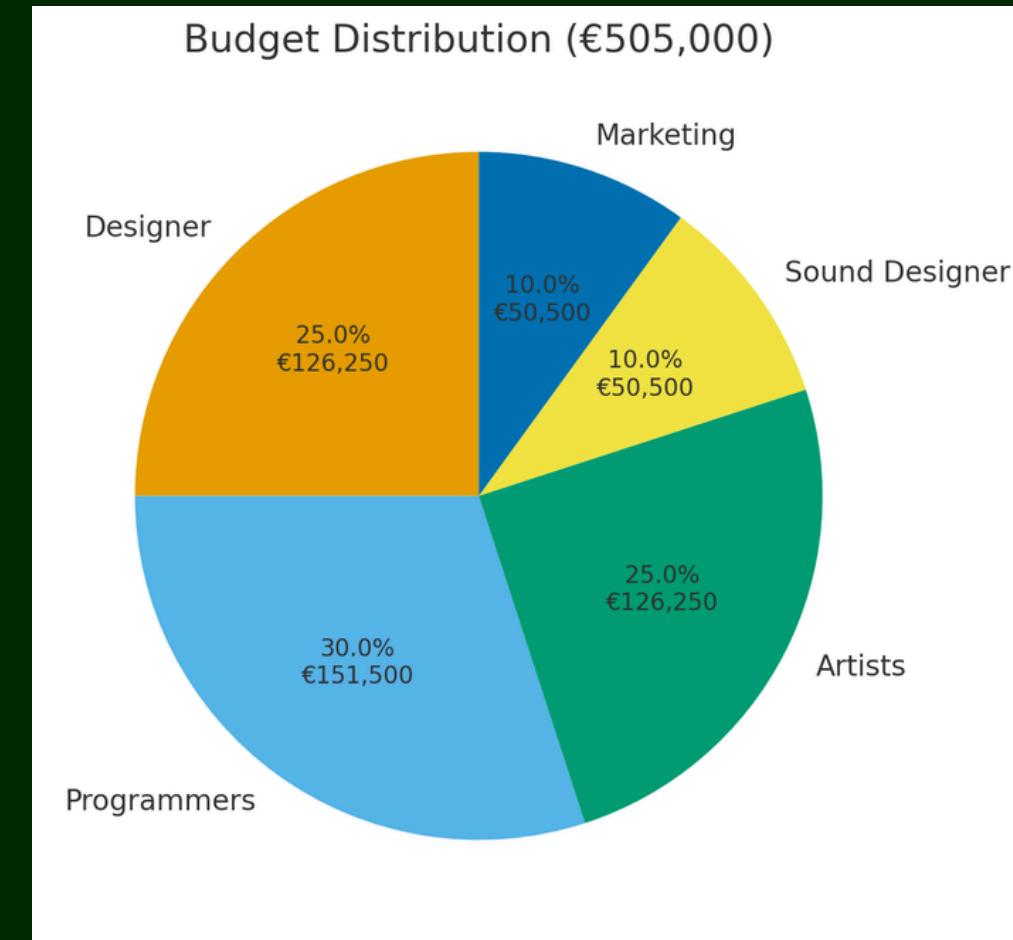
*PROGRAMMERS : 30%*

*ARTIST: 25%*

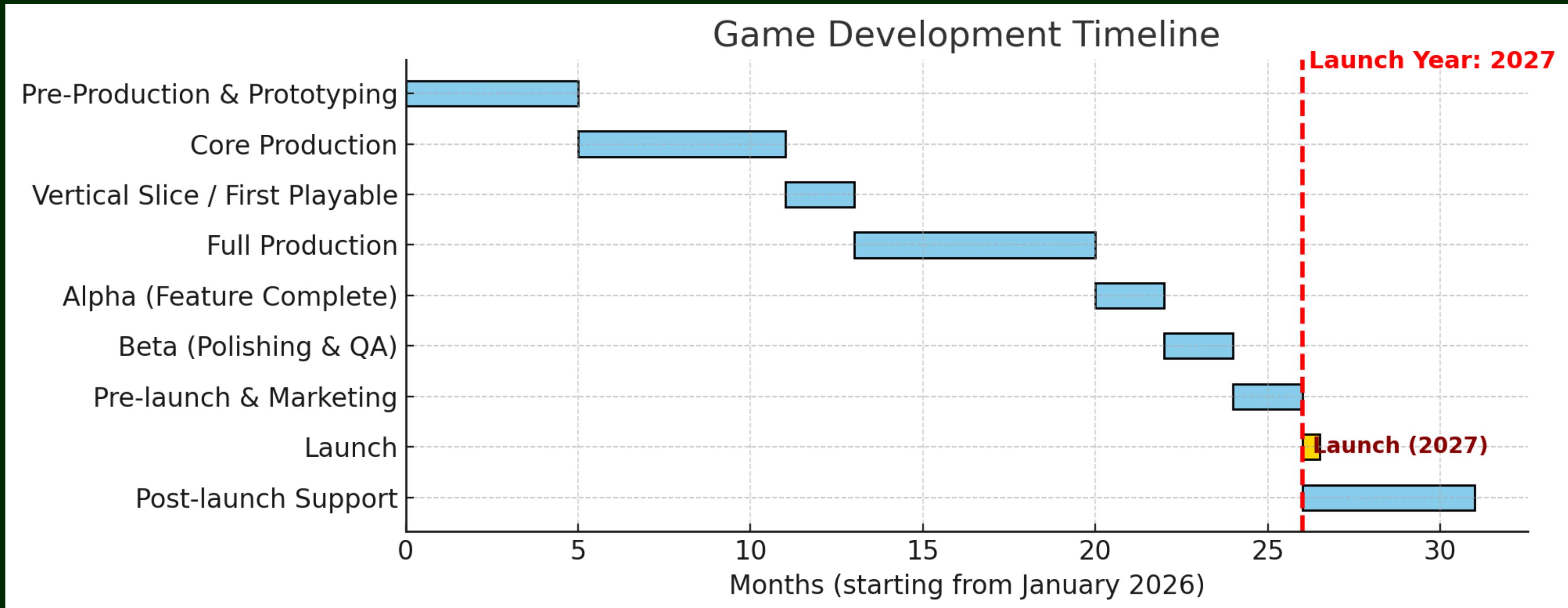
*SOUND DESIGNER: 10%*

*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 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*