GAME MAKER FUND

Project Name	**"TOWER OF MYTHS"**

Short Description	Action-RPG game in which Toer must travel through the lands of Asknuk. Above these lands float a series of structures called towers that host Mythic beings responsible for the plague that scourges humanity.
Creator Name	Ashara Studios
Email	andresr@asharastudios.com

Estimate in months of Production	6 Months	**Kick-off date**	16/05/2022
		Delivery date	10/11/2022
Assets (approximate number)	250	**Size of the experience in LANDs**	4
Cost Estimation	50000 USD	**Total Funding Needed**	35000 USD
Document History	Version 0.1		

Document History

Version 0.1	**Added all project information**

Below is a list of the requests and questions to be addressed to get selected as one of the Creators/Studios supported by The Sandbox.

The objective of this GDD is to estimate the complexity of your experience, to list the features needed and assess the assets you will have to create.

The number of pages of each section are not limited, and you can actually use any format or presentation that will best showcase your work and the information outlined in this document.

We thank you for your motivation, interest in learning more about NFT Gaming, and are eager to see what you will come up with to move forward on our collaboration.

1.- General

a) Describe your game in 140 characters:

ARPG game were Toer travels through the lands of Asknuk facing Mythic beings that are responsible for the plague that scourges humanity.

b) Send a logo (PNG + SVG):

c) Send representative screenshots of your experience:

1.- Toer in Balar looking at the Balar's Heremit.

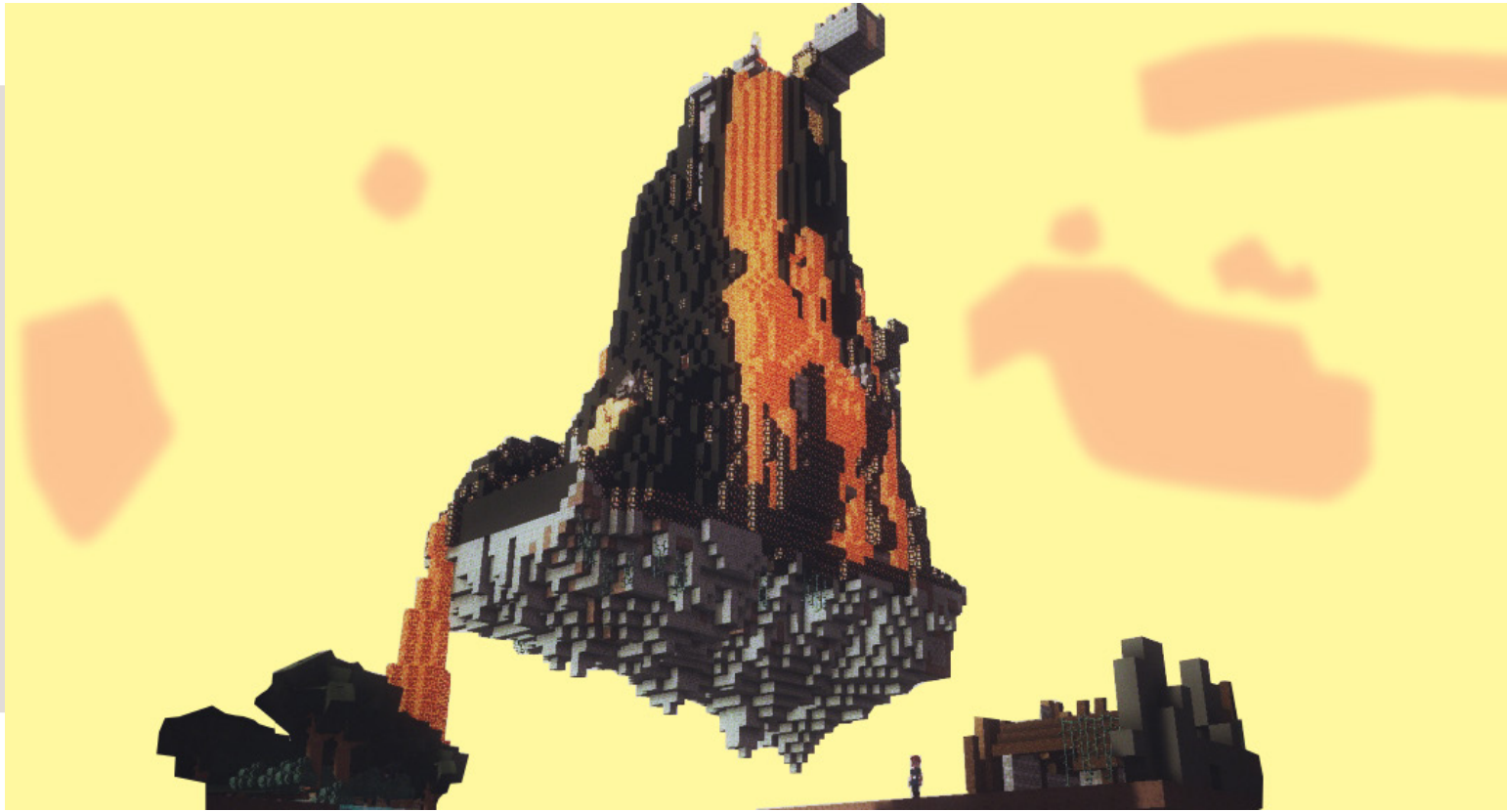2.- Don't forget your traveling companion.

3.- Craft items with merchants found in your journey.

4.- Find powerful equipment.

5.- The immensity of the first tower: The Codicex Volcano.

6.- Toer looks at the Codicex Volcano from his hometown: Balar.

d) Send us a short video, trailer, teaser of your experience using the Game Maker:

LINK:

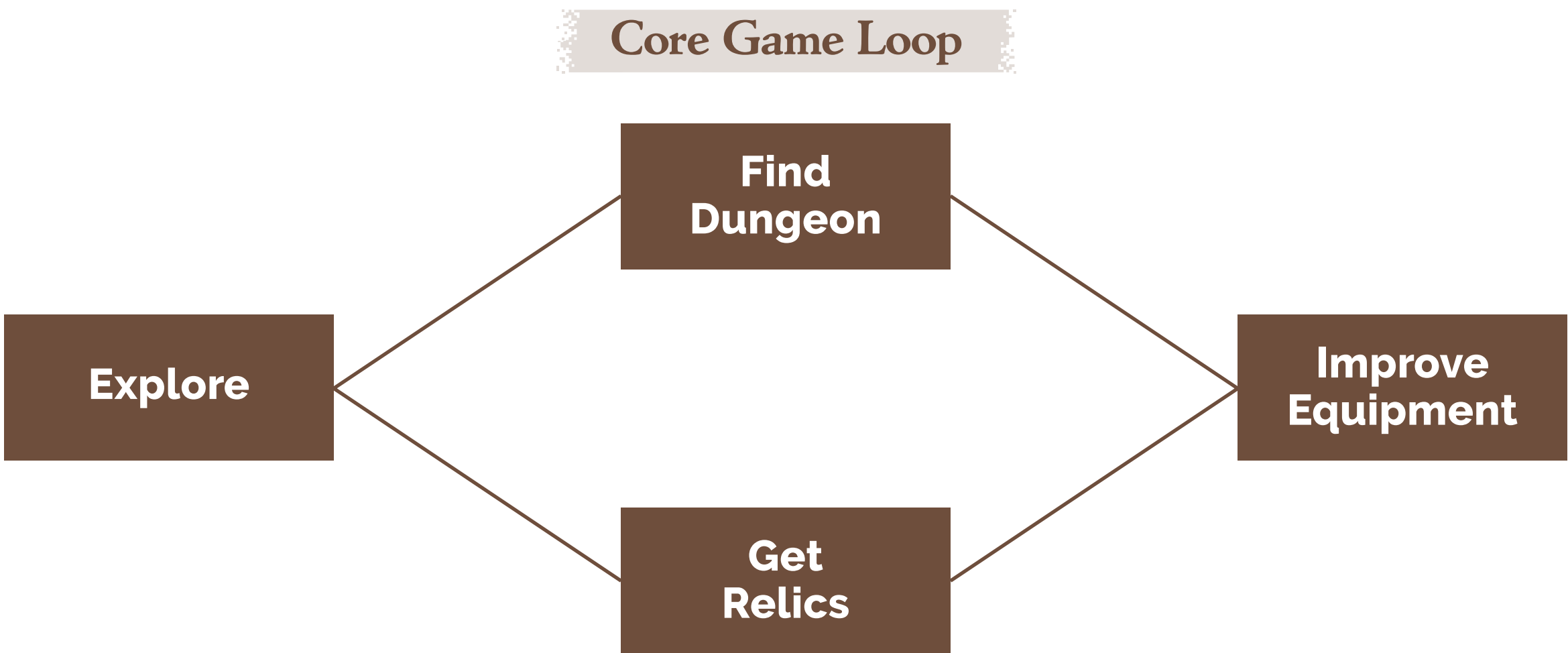e) What is the main genre of your game?:

Action Role-Playing Game (ARPG).

f) What are your main competitors or references?:

Our references are: World of Warcraft, Biomutant and Fallout 3.

g) Describe your core game loop and main interest for the players:

Core Game Loop

Explore → Find Dungeon → Improve Equipment → Get Relics → Explore

Players will encounter an RPG in which they will fight against powerful enemies in huge and fantastic floating towers with diverse appearances, as they discover all the mythology behind them. All that lore is inscribed from the cult of humanity to relics and symbols to the servants of these powerful beings called Mythics.

h) Describe your core audience (demographics, habits, style...):

The target audience is people over 12 years old interested in role-playing games and with a good taste for stories and mystery, such as those who in the past have played World of Warcraft, Dungeons and Dragons, The Legend of Zelda, among others.

i) Indicate if you have already built a community of followers & where (+ social media links):

Ashara Studios features a fan base that has been following the creation of video games since 2017.

https://twitter.com/AsharaStudios

https://www.instagram.com/asharastudios/

https://www.facebook.com/AsharaStudios

2.- Artistic Direction

A) Art

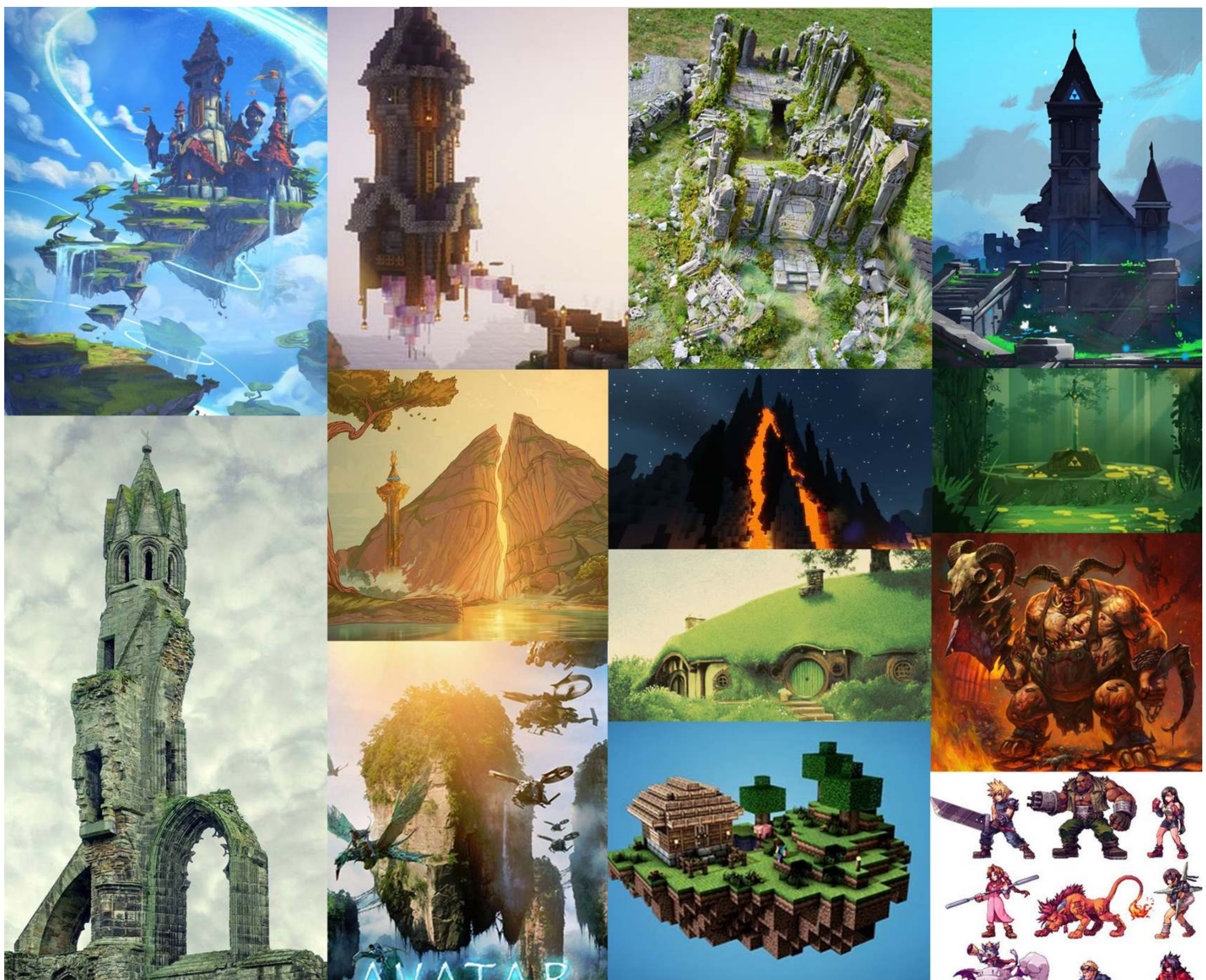a) Send us at least three animated characters in VoxEdit within a video:

Video con las 3 animaciones

b) Visual references (with source links):

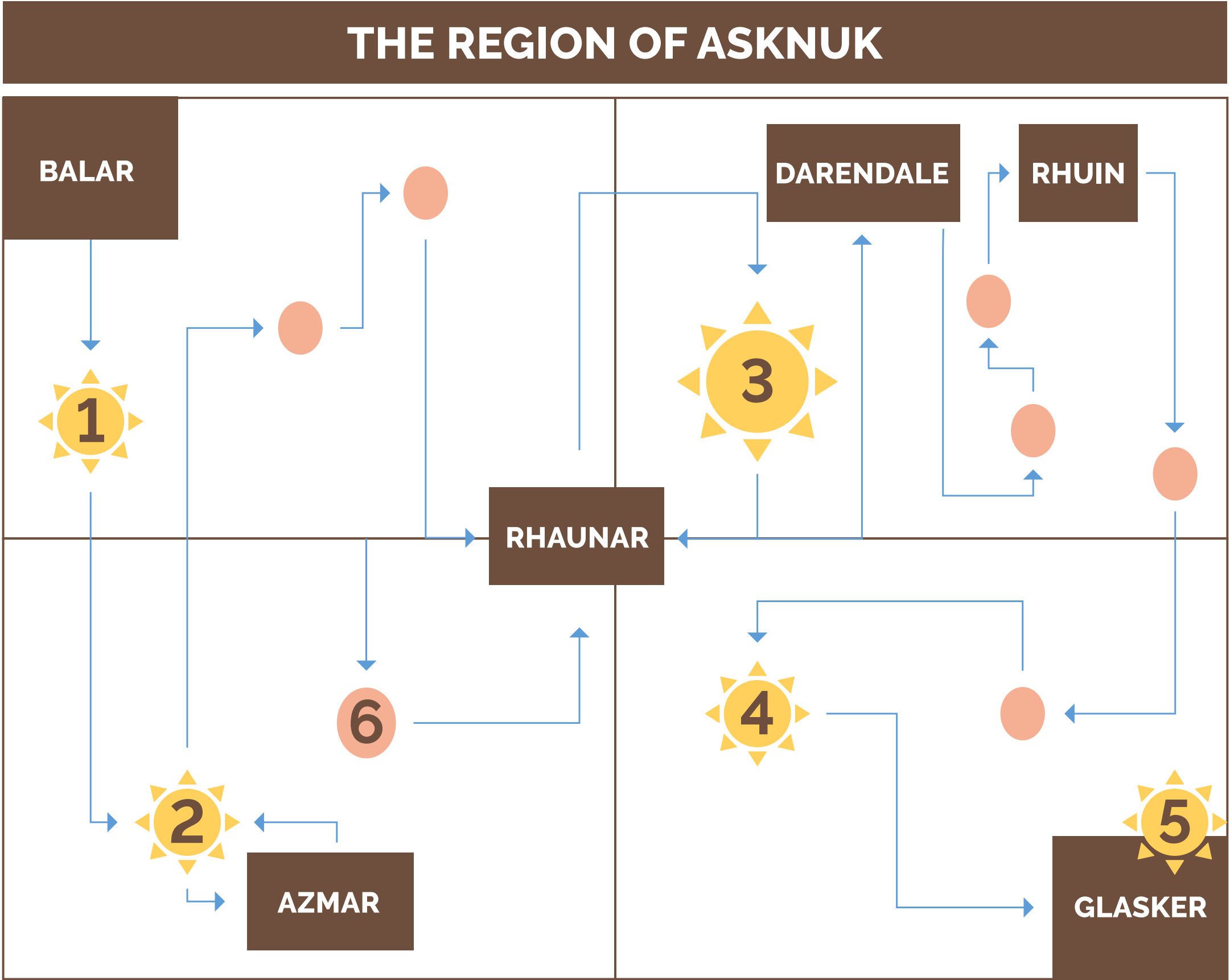https://co.pinterest.com/Tom_the_purple/tower-of-myths/

Visual References

B) Assets Needed

We recommend at least 55 assets and add several blocks.

Total of assets	Number
Animated	150
Static	92
Block	8

C) Level Design & Level Art

a) Send us a first overview of the general Level Design (World map):

THE REGION OF ASKNUK

References

SYMBOLS:

- ◆ Land
- ◆ Town
- ◆ Road
- ◆ Towe of Mythicals
- ◆ Area of Interest

1 — Codicex
2 — Sinus
— Lubricanto
3 — Vany

4 — Neglimante Ohr De Bekimant
5 — Fur
6 — Furiante

b) Send us the color palette you wish to use to complete your outdoor Mood-board:

Palette

Grayscale														
Warrior cloth-vegetation														
Bush														
White bone														
Water														
Symbols														
Ice														
Gems														
Fabrics														
Fabrics-Metal														
Iron														
Skin colors														
Skin colors-Viscera														
Dirt														
Mud														
Stones														
Monsters														
Sand														
Hair-Fabrics														
Blood														

c) Send us a 2D Concept Art for your experience:

Concept Art:

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3.- Experience Mechanics and Gameplay

a) Summary presenting the core features, loops and interactions for the player:

b)

CUSTOMIZE YOUR CHARACTER:

Equip weapons and armor to become stronger and face all evils without without perishing in the effort. Find items to exchange for unique equippables and increase Toer's power to an unimaginable level.

FACE ENEMIES AND SOLVE PUZZLES:

Go in search of the Mythics that inhabit the floating towers, face their atrocities and demonic beasts to prove your worth and save mankind.

Arm yourself with good equipment because the beasts are really strong. And, will you be able to solve all the puzzles?

FIND THE SEVEN RELICS OF THE MYTHICAL ONES:

Some of the Mythics lost their sanity along with their relics, with which you can obtain legendary weapons.

The artifacts are all over the region and some are even extremely protected by their most powerful henchmen, will you be able to find them all?
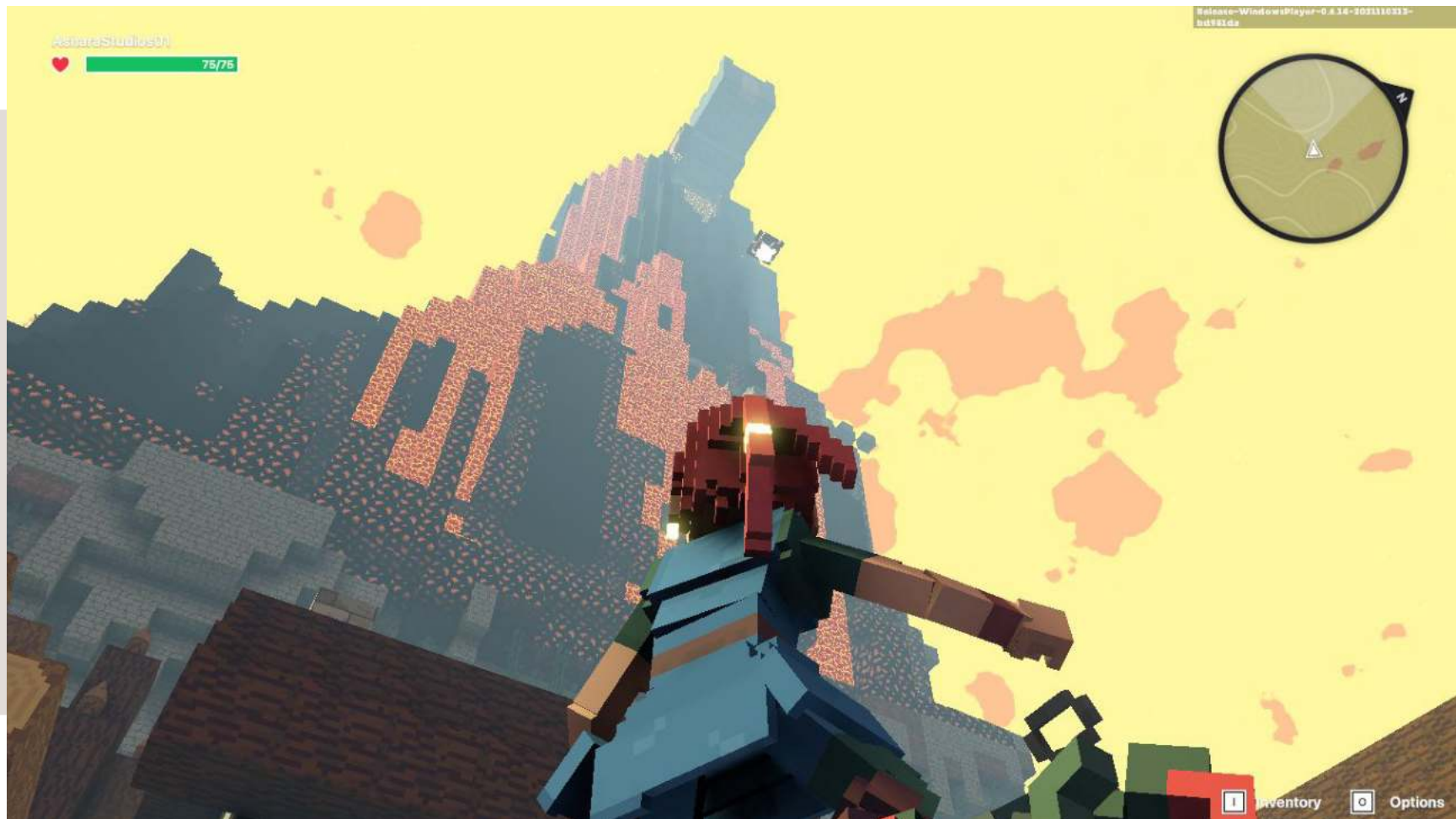
EXPLORE:

The Ask nuk region is vast, full of mysteries and beings to be known. You will travel through mystical cities and meet allies along the way to find the truth.

Walk, run, climb and swing to visit the lands and the Mythics Towers.

c) Send us a demo with the core features used in your experience:

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4.- Narrative Design and Storyline

Describe the main storyline of your experience here. Feel free to provide any material that covers the lore and the universe of your experience. Suku

5.- NFTs

a) Give a few concrete examples of NFTs you would like to develop for the game (e.g.: high quality images, landmarks for Land Owners, unique places, unique equipment, etc):
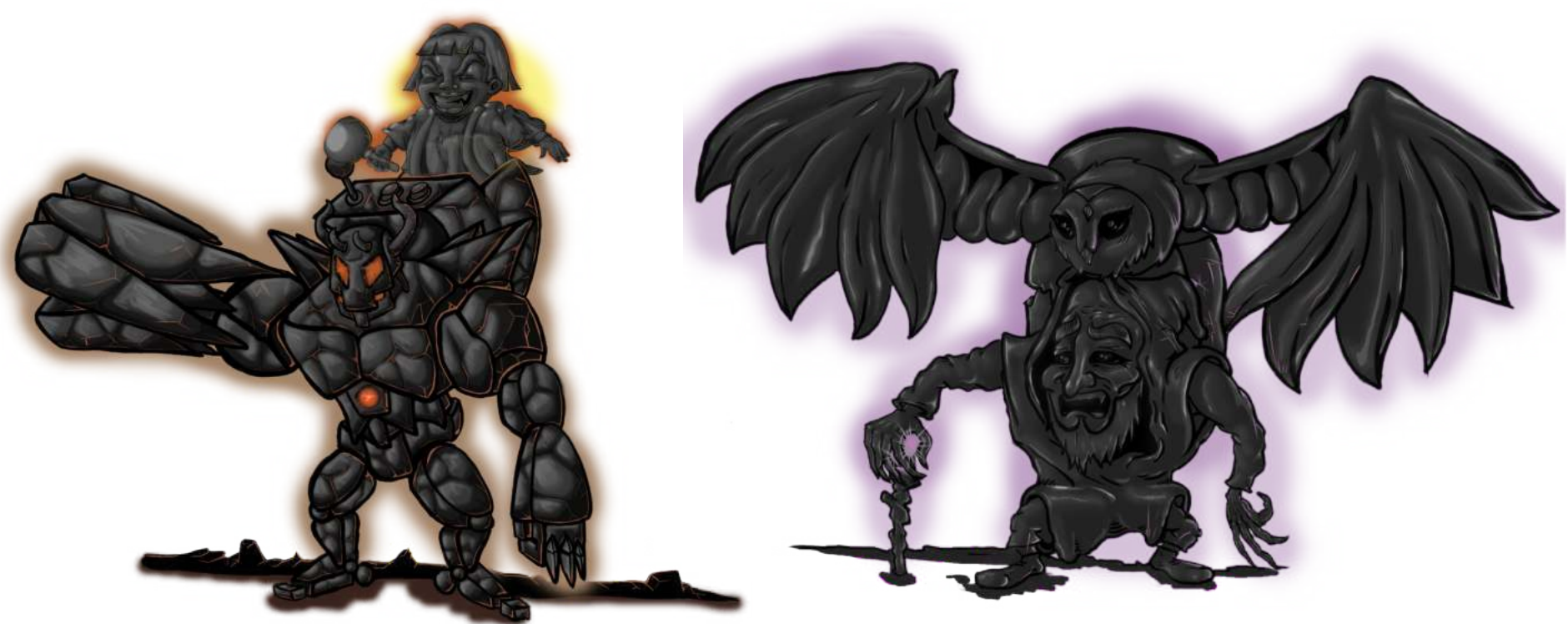
The 7 mythicals will be created with the highest quality, and every one of them will have their own animations.

Atrocities (10) will be vassals of mythicals for which they must have minimum epic rating, custom animations, and abilities related to the mythical they serve.

Thirty beasts will be created, who obey a specific atrocity, we highlight the Tiny, who are small minions born from the will of the mythical ones reflected in the tower in which they live.

Weapons will have different rarities from good to legendary, based on original designs shown below:
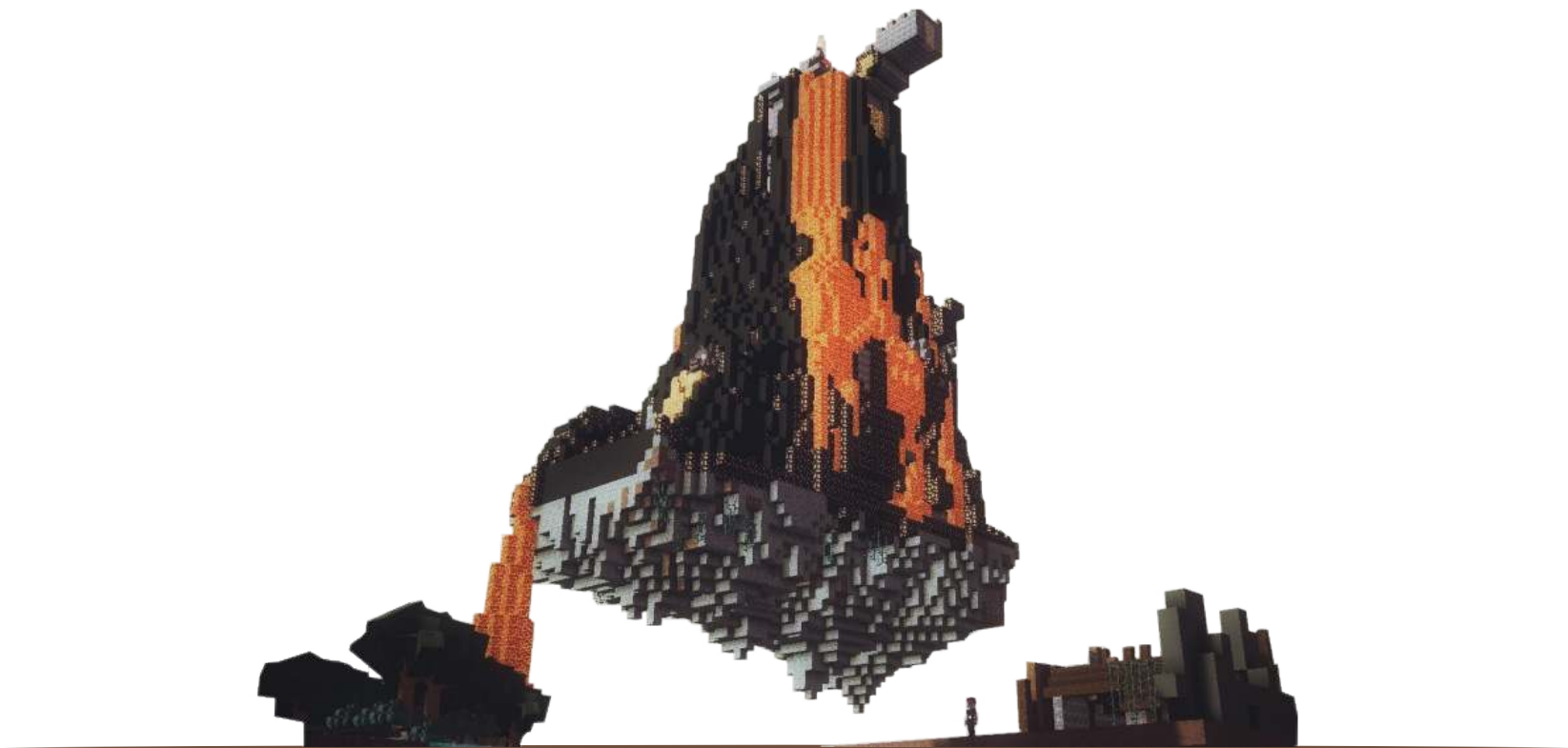
The floating towers in which the mythical creatures live will be varied and modeled in high quality using the Game Maker. They will show a colossal size, and decoration will be made with the use of various assets following the theme of each one of them.

TOWER OF MYTHS

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b) Give us use-cases for your NFTs (e.g.: exclusive content, deeper lore, rewards, etc):

The world will be divided into 4 lands of The Sandbox Game, you can enter from one to another, following the timeline of the story, if you have the relics that are released by each main Atrocity when destroyed. **Remember that players will need to complete the entire level, which requires defeating the corresponding Mythic or Mythics to obtain a relic.**

The player will be able to collect the Mythics and Atrocities for his collection by being able to buy them in the marketplace, the same applies to the equippables that Toer can use.

c) What are your tokenomics plans for the project & how are you going to actionize your NFTs in-game?:

6.- Team

Give us an overview of the team and help us understand who will be working with VoxEdit, Game Maker, or both.

ISNEL, RAMÍREZ SILVA
(Tom the Purple)
- Art director and voxel artist -
17 months of experience in cell #3 of The Sandbox Game Creator Fund.

JHOAN SEBASTIÁN, CÉSPEDES RODRÍGUEZ
- Graphic Designer -
Character and item designer and render. 5 years of experience.

SEBASTIÁN, MARTINI
- Animator and Digital designer -
Animator in Voxel art and Lore creator. 15 years of experience.

GIOVANNY, MENDOZA GARZON
- Graphic developer of architecture -
Voxelartist. 5 year of experience.

JOSE MIGUEL, PAYARES
- Sandbox game modeler and Marketing -
- 1 year of experience.

ANDREA LILIANA, RAMÍREZ SILVA
- Voxel artist. -
18 months of experience in cell #3 and #14 of The Sandbox Game Creator Fund.

TOWER OF MYTHS

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7.- Production Schedu

a) Give us an overview of your production schedule and indicate
(pre-production, terraform, level design, quest design, gameplay
preparation, polishing, etc.):

b) In relation to your production schedule, define the important
would need to be compensated for during production:

c) Please define the breakdown of the production costs in the b

Description	Units (Man.days)	Unit
Game Design	30	$600
Game Art	0	$0.
Project Lead	0	$0.
Marketing	0	$0.
Other	0	$0.
TOTAL		