Nitou chez les vikings

By *Scraoutch CORP*

Table Of Content :

1) Instant Summary :

Overview :

    Nitou chez les Vikings is an undercover game where the player plays Nitou the Indian of the Plains in his own dream.

Look & feel :

    Nitou chez les Vikings and his universe cartoons-animation (2006), enemies and the world of his dreams will be in 3D with realistic graphics.

          Nitou   *Red Dead Redemption II*

Plot and setting :

    Nitou must harvest information on the plans of vikings which were used to colonize his territory and eradicate his family.

Nitou is accompanied by his trusty axolotl Scratch which will allow him to infiltrate narrow places where even Humans can't access it . He will develop infiltration and combats skill (Stealth murder, Damage resistance, Increase damage...) to KILL his enemies with his intended weapon : Shiva bow

There will be new human discoveries, like Yakari or Yakikori the dean of indians(aka. the Great Sage).

2) Gameplay :

User Interface :

- A minimap in the top right corner of the screen that will be dynamic or fixed depending on the settings set by the user
- A life bar at the top left followed by a detection gauge, which will indicate the level of threat and mistrust of enemies
- Quests and objectives placed under the map
- <u>Menus :</u>
    - Skills tree for assigned points of competences
    - Change equipment
    - A large map where levels are detailed according to the progress of exploration
    - Parameter
   - Current and completed objectives

Development :

 # Character :

- Nitou, a little Indian, his innate talent discretion.
 He will progress in the adventure and acquire new abilities.

- Yakari, the last chief of Indian, taught Nitou the art of combat, to use a bow and ride a horse. He preserves the memory of Indians.
- Yakikori, the last old Indian, guides Nitou in his adventure to resolve and avenge his tribe. He is the only Man in the world to hold true wisdom.

Control :
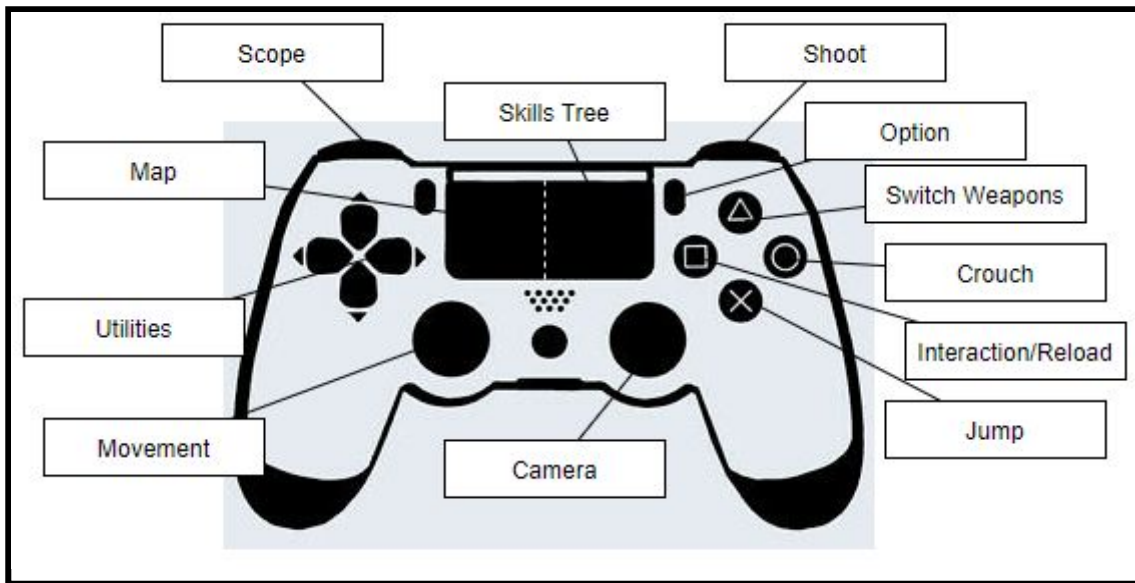
Camera :

Our game offers a single type of camera, that of the first person for an optimal insertion.
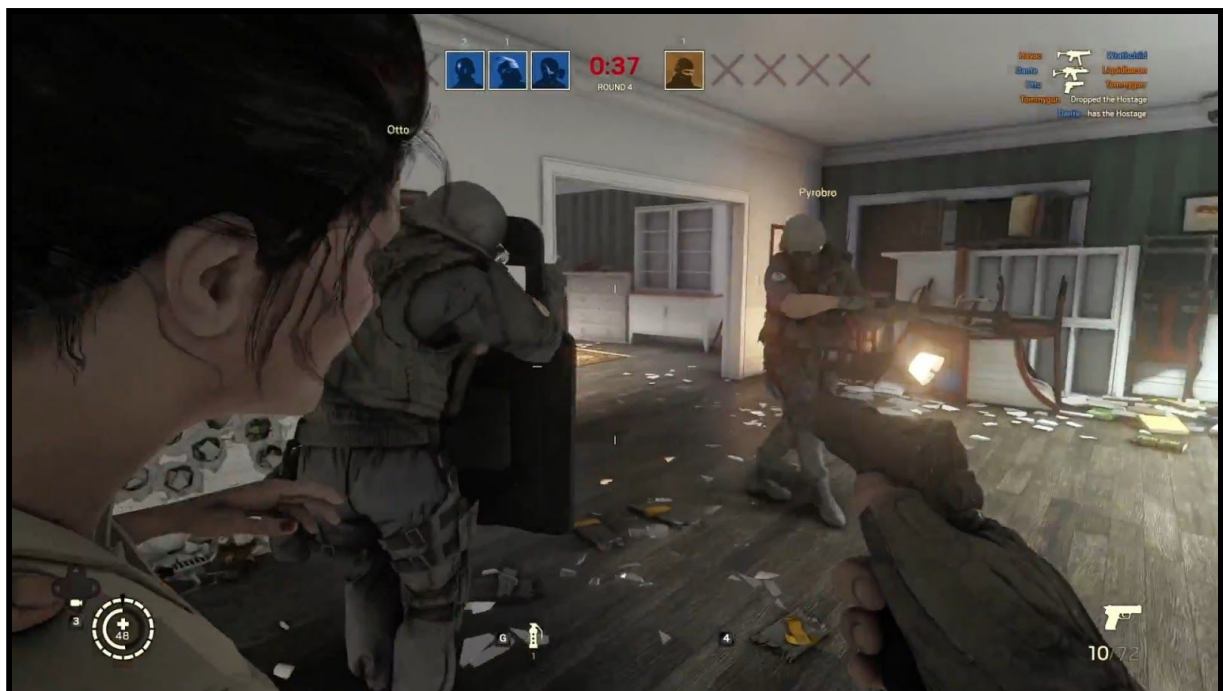
Walkthrough :

When you start the game, you create a new game and the game starts with a cutscene.
We learn about Indian history with the Nitou tribe in the plains of North America.
The various Indian tribes lived in peace and harmony with nature. Except that an invader comes out of nowhere and slaughters the Indians with an ax and a shield.
Little Nitou manages to survive thanks to his mother who hides him and his axolotl. The attack ends and once the invaders are gone, little Nitou comes out of his hiding place and the tutorial begins.

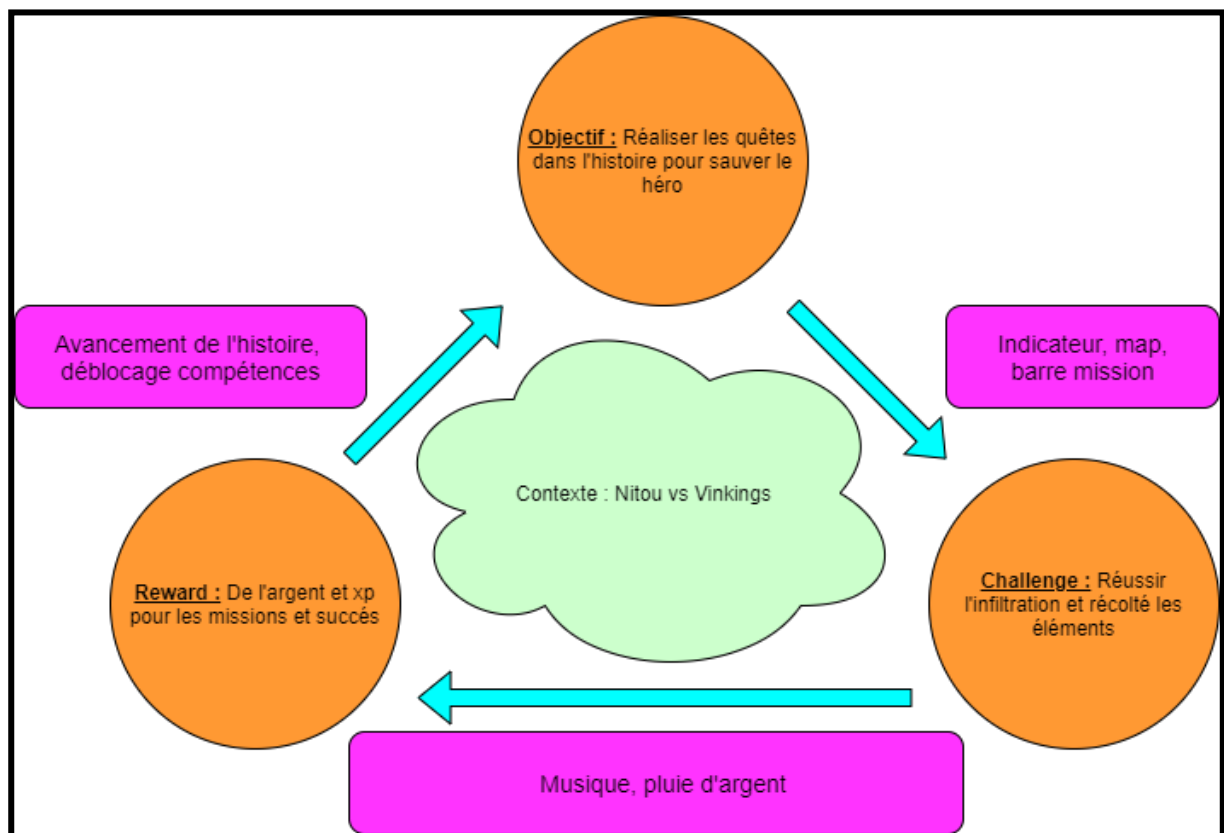The game teaches you to interact with the environment around you.
After that you will get your first weapon which the game will teach you to wield, the skills will come when you see the Great Sage who is in the village where you can perform the daily tasks.

The player is able to do the first quest with the dream system when he settles in the middle of the village beside to the fire.

Remember : the whole story takes place in the dream, being able to perform tasks in the village are reduced and without influence on the game (impossible to go out only the village).

Loop :

1- Small additional information, and indication of what to do, small world map, Progress bar and task bar.

2- Indian music, trophy (money) varying (recipes, totems, teeth...).

3- Story Continuity, New Skill Point Unlock

Objectif : Réaliser les quêtes dans l'histoire pour sauver le héro

Avancement de l'histoire, déblocage compétences

Indicateur, map, barre mission

Contexte : Nitou vs Vinkings

Reward : De l'argent et xp pour les missions et succés

Challenge : Réussir l'infiltration et récolté les éléments

Musique, pluie d'argent

USP :

   Nitou chez les vikings is a game of infiltration and immersion in the history of human existence.