

# Érimos Project

## Game Vision Document



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# 1. Information

# Érimos Project

Presented by: Akita Interactive

## Production

Mónica Martín

## Game Design

Vicenç Bosch  
Eduard Gállego  
Eduardo Godoy  
Bernat Güell  
Miquel Miro  
Alvaro Soppelsa  
Eric Torres  
Ehsan Zareh

## Level Design

Vicenç Bosch  
Eduard Gállego  
Mónica Martín  
Miquel Miro  
Phan Nguyen  
Eric Torres  
Ehsan Zareh

## Art

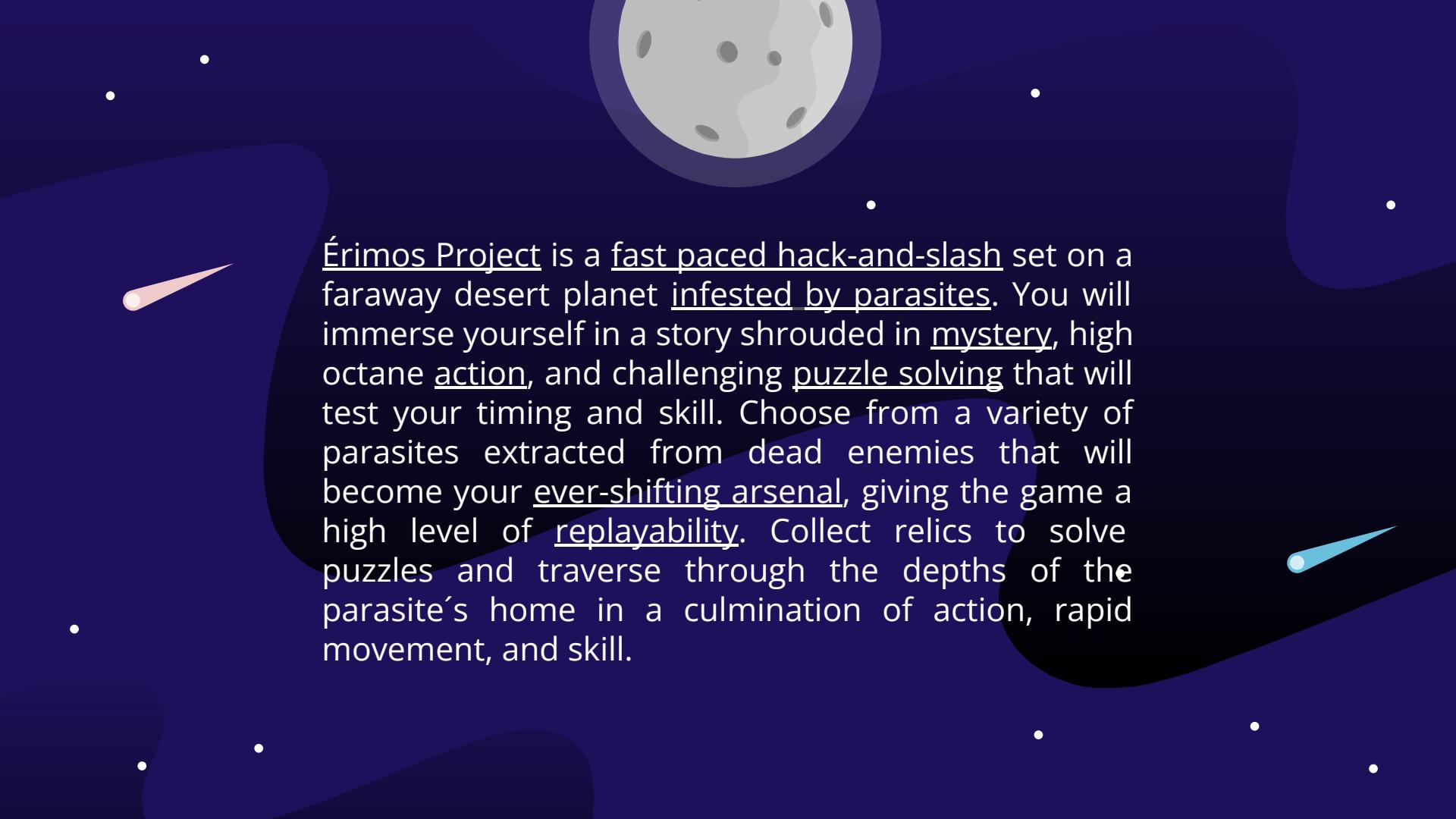
Eduard Gállego  
Eduardo Godoy  
Phan Nguyen  
Ehsan Zareh

## Engine

Vicenç Bosch  
Bernat Güell  
Mónica Martín  
Bernat Martínez  
Miquel Miro  
Alvaro Soppelsa  
Eric Torres



# 2. Vision



Érimos Project is a fast paced hack-and-slash set on a faraway desert planet infested by parasites. You will immerse yourself in a story shrouded in mystery, high octane action, and challenging puzzle solving that will test your timing and skill. Choose from a variety of parasites extracted from dead enemies that will become your ever-shifting arsenal, giving the game a high level of replayability. Collect relics to solve puzzles and traverse through the depths of the parasite's home in a culmination of action, rapid movement, and skill.

# 3. Core Game Pillars



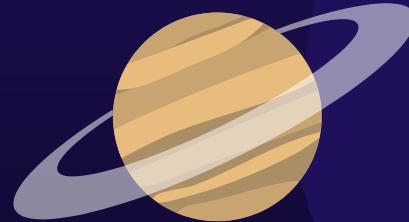
## Space Thriller

- Exotic creatures
- Unexplored planet



## Flexible Exciting Combat

- Constantly Fresh
- Unpredictable



## Fast Paced Puzzles

- Mixed with combat
- Quick reactions

# 4. Mechanics

# Basic Mechanics



## Dash Ability

Quickly dash to platforms or in combat



## Melee Attack

Melee enemies with your empowered fist



## Ranged Attack

Blast enemies from a distance

# Mechanics



## Parasite Pickup

Retrieve parasites from your enemies to gain new temporary abilities



## Relic Deposit

Find and deposit Relics to activate/deactivate traps, paths, doors, etc.



# Parasite Pickup

Main Reference: [METAL SLUG](#)

- Enemy bodies remain on floor for short period after death before despawning
- Can “interact” with bodies to retrieve random temporary powerup to Melee or Ranged weapon and heal player
- Upgraded weapons have limited ammo and are lost upon death

	Melee	Ranged
Audiovisual Cues	Red Tint / Low Gong Sound	Blue Tint / High Bell Sound
Pierce (Lightning)	Spear	Charge Shot
Burst (Fire)	Claws	Flamethrower
Quality (Smoke)	Sword	Automatic



**Piercing Melee**  
Lightning Spear



**Burst Melee**  
Fire Claws



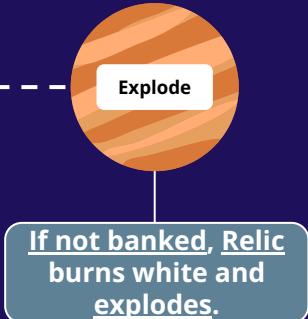
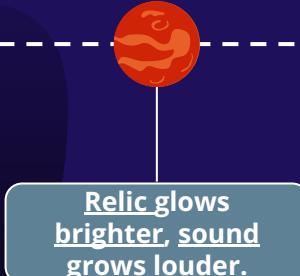
**Quality Melee**  
Smoke Swords



# Relic Deposit

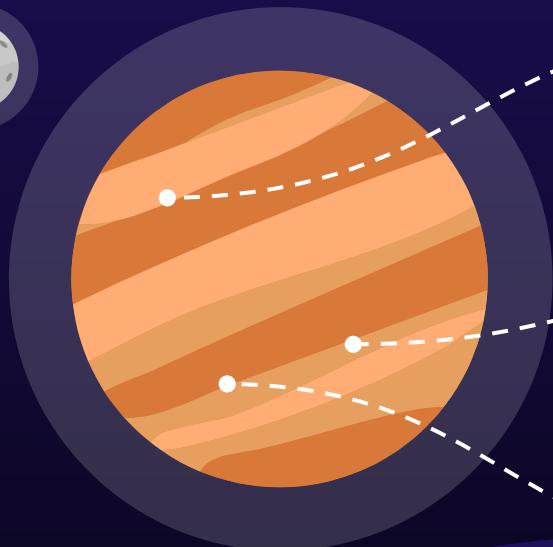
Main Reference: [DESTINY](#) (From Destiny's Raid Mechanics)

- Relics are orbs that can be picked up with the “interact button” and placed into Banks to activate or deactivate things
- Relics have a timer after being picked up and will explode, dealing damage to player/nearby enemies
- Relics negate player attacks, must drop relic to attack
- Relics respawn after exploding if they haven’t been banked



# 5. Traps

# Level 1 Traps



## Falling Platforms

Platforms with a crystallic weak point that can be shot for activation. Crumble after time

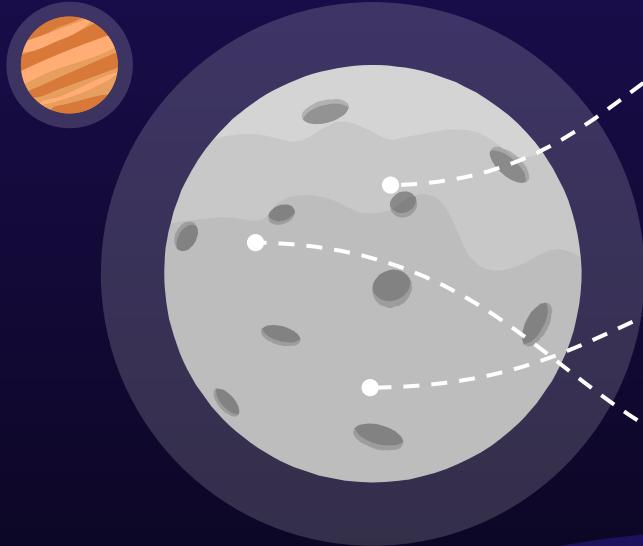
## Quicksand

Slows player and pulls them to center. If in center, immobilized for short period

## Exploding Crystals

Crystals explode when player is in vicinity or attacks them

# Level 2 Traps



## Lazers

Lazers deal BIG damage and are un-dashable

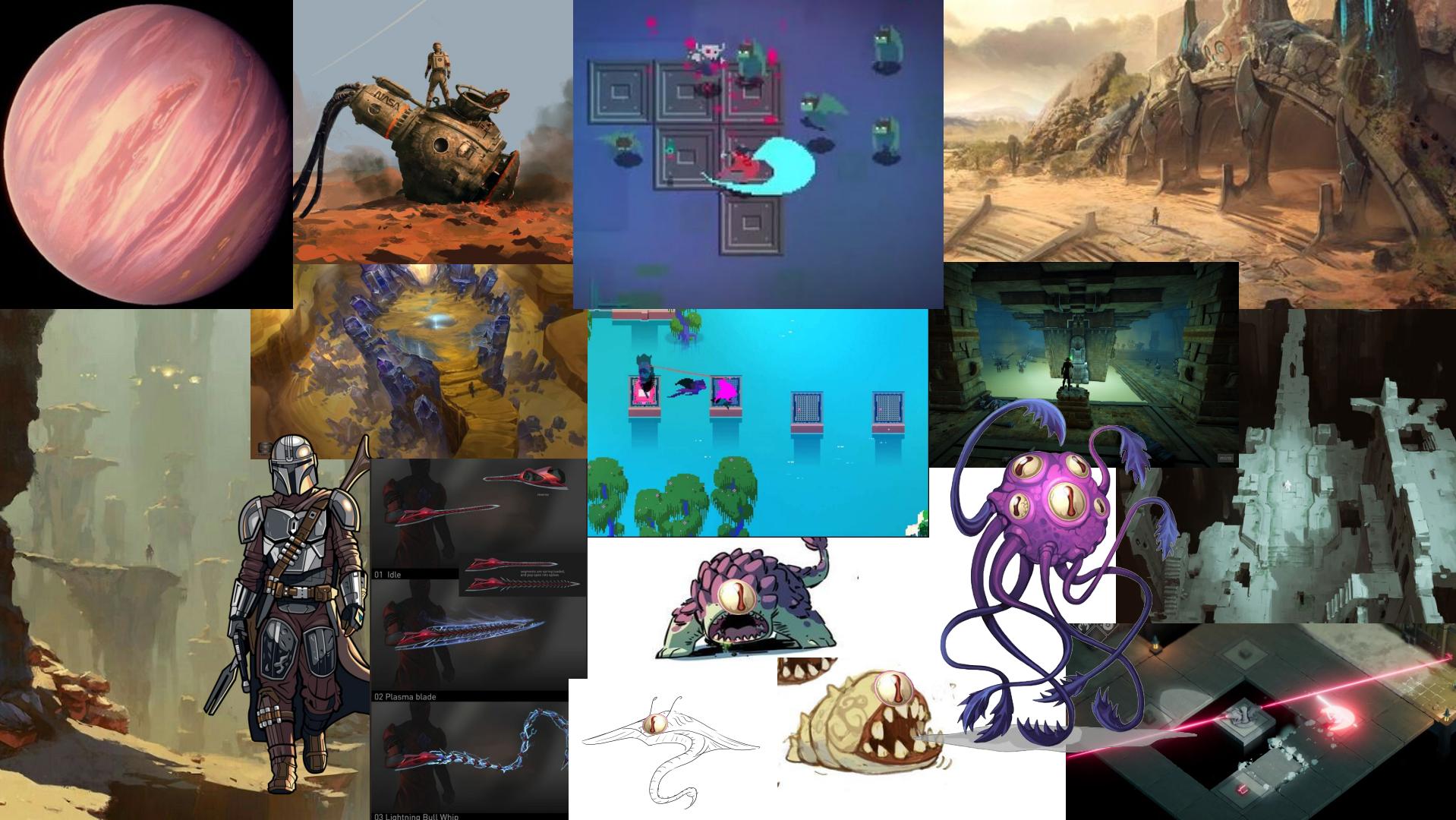
## Moving Platforms

...Moving Platforms

## Exploding Crystals

Crystals explode when player is in vicinity or attacks them

# 6. Mood Board



# 7. Story

Thousands of years ago, an ancient nomadic civilization, advanced beyond their time, travelled the galaxies in search of ultimate knowledge. They were a civilization of scientists that lived on a massive spacecraft, experimenting on organisms, collecting data, and inventing new technologies. On one of their travels, a seemingly inconspicuous experiment of theirs gained sentience. The first Parasite was born. She grew in hiding, feasting on smaller creatures and failed experiments like her until she was ready to ensnare her first host. She slaughtered and consumed the entirety of the nomadic scientists, not a single person was spared. And the Parasite grew. The ship crashed on an unknown planet and the legend of the Parasite Queen slowly faded, lost in time.

Or so they thought.

A millennium has passed and the Captain of Space Fleet AKT, an intergalactic peacekeeping corp., has been tasked with the investigation of some anomalies occurring near an undocumented desert planet - Mission Titled: "Érimos Project". Upon entering the planet's atmosphere, something crashes into their ship and sends them plummeting to the planet's surface. The Captain and crewmates are alive, with minor injuries but are left with no power source for their ship. They decide to split in search of a means to fuel their jet.

Alone, the Captain comes across a tuft of sand that seems to be moving. Before they can react, a creature springs out, sand spraying everywhere, and latches itself onto the Captain's injured arm. Like a jolt of adrenaline, the Captain's body surges with energy. A flash of white and a ringing slowly fades from their ears. Before the Captain could react, a flurry of creatures landed in front of them, with a similar parasitic organism attached to each of their bodies. The Captain could sense the other creatures, as if their hearts were pulsing inside the foreign alien attached to the Captain's arm. They attacked and the Captain fought - the mission changed and it was simple: survive.

Fighting through hordes of enemies the space ranger discovers an ancient decrepit spacecraft, a behemoth of technology, towering over the sky and blocking out the sun. The ringing returns and the Captain's vision flashes white, stronger this time. They notice a pulsing of energy leading into the ship. Strange, it's almost as if they can feel the current of energy flowing inward - but to what?

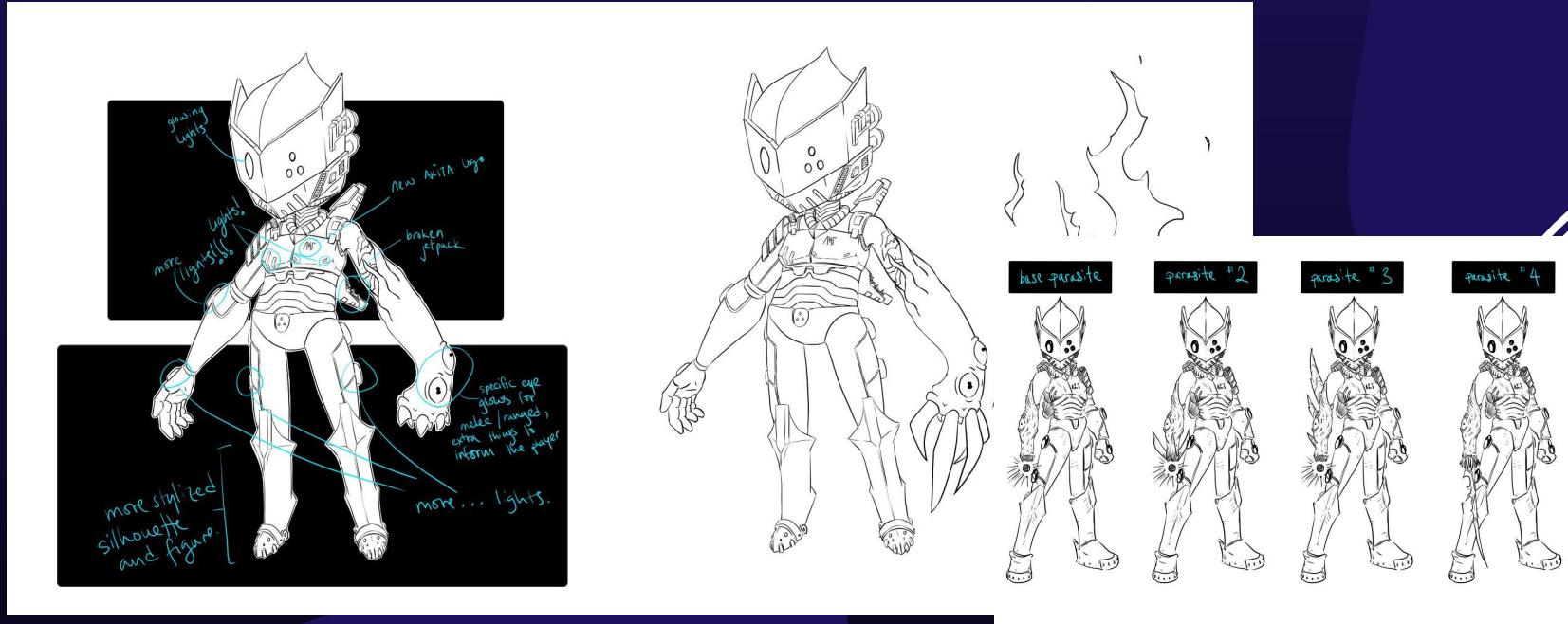
Deep inside the cavernous ship, is a technology that has never before been documented. Like ruins of the past, a massive spacecraft devoured by nature...and something else. Glowing crystals and ominous statues guide the Captain deeper and deeper, an awful stench swathed through their respiratory unit. Crystals line the walls and upon closer inspection they realize that their crewmates are encased within. The ringing strikes harder in the Captain's ears, a flash of nauseating white. The parasite on their arm quivers, something is happening to them. Their mind, their body...

The Captain steps into a large room, crystal cocoons littered about, and something... something enormous residing in the center. The thing awakens and unfolds, revealing a massive parasite, the Queen. She lets out a viscous scream, the ringing blasts through the Captain's ears. A flash of white. Why were they sent here? How can the Captain save their crew? And what will the Captain be able to do against an ancient alien god?

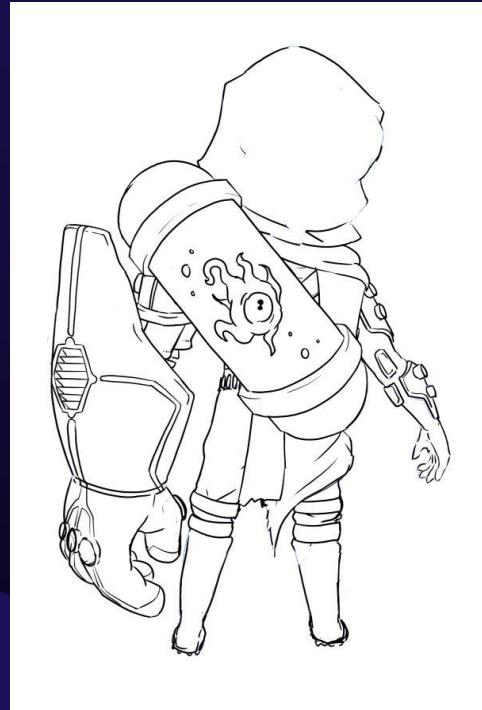
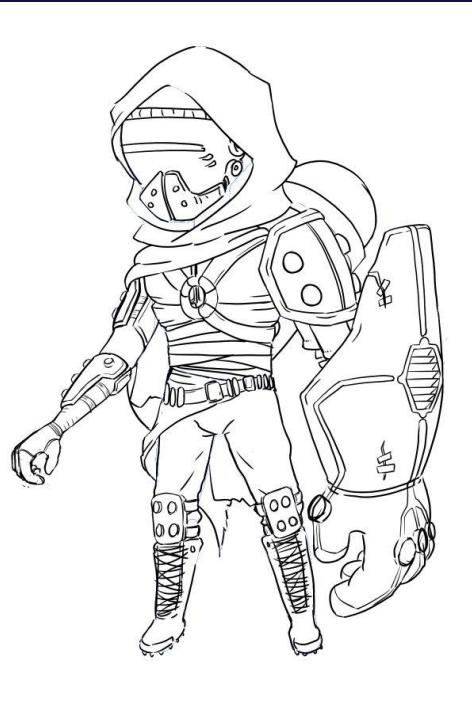
# 8. Sketches



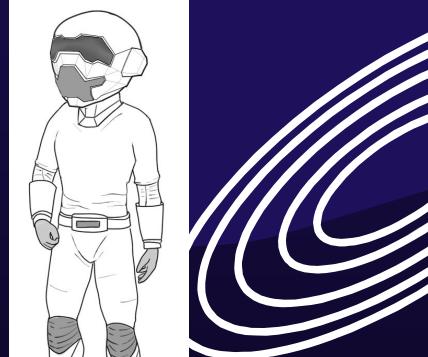
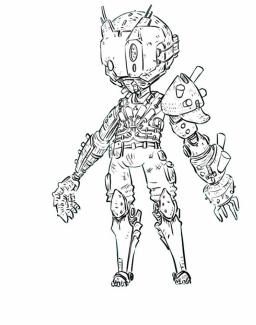
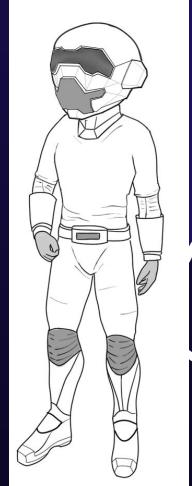
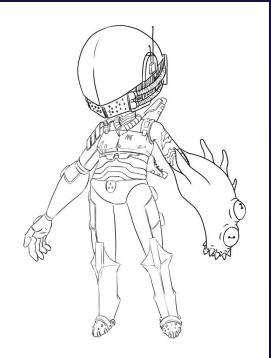
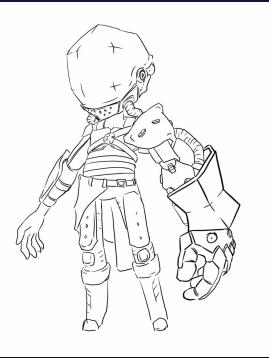
# Main Character



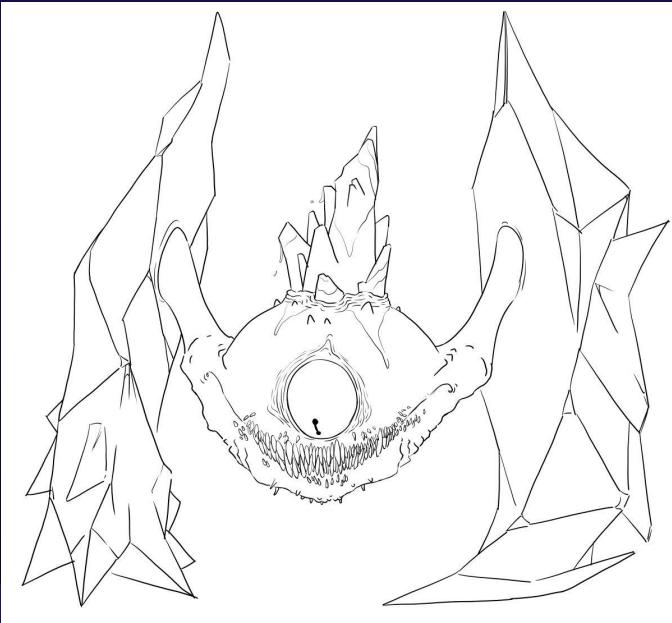
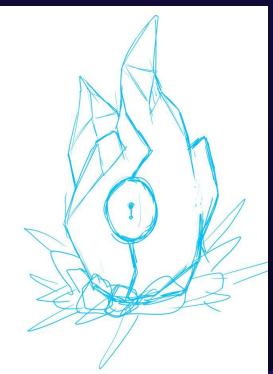
# Main Character



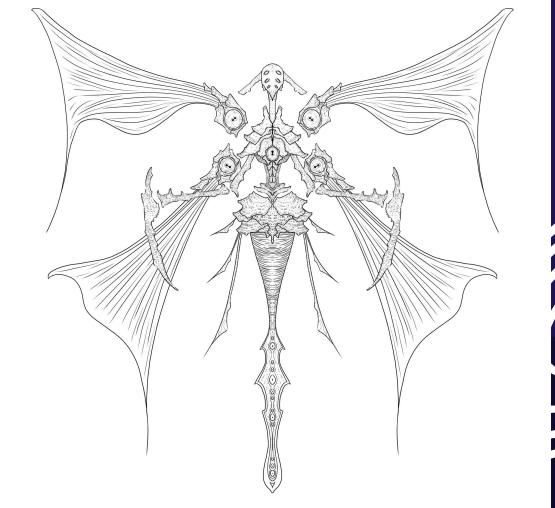
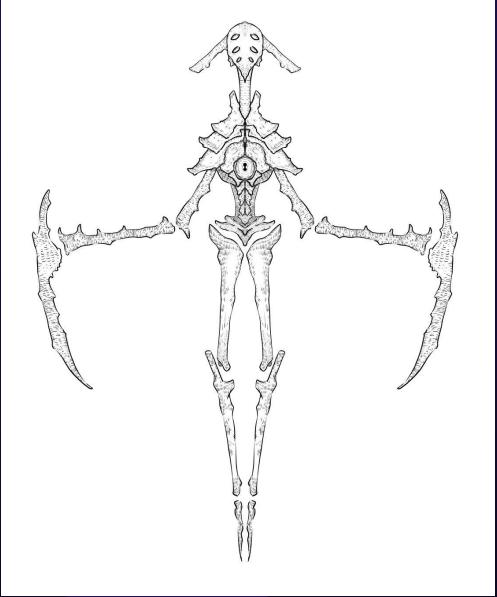
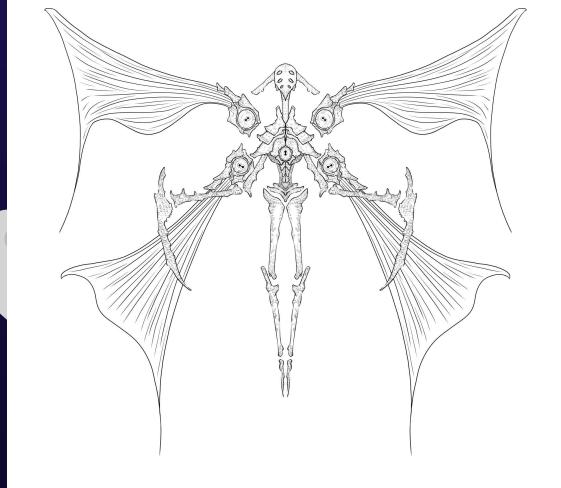
# Main Character



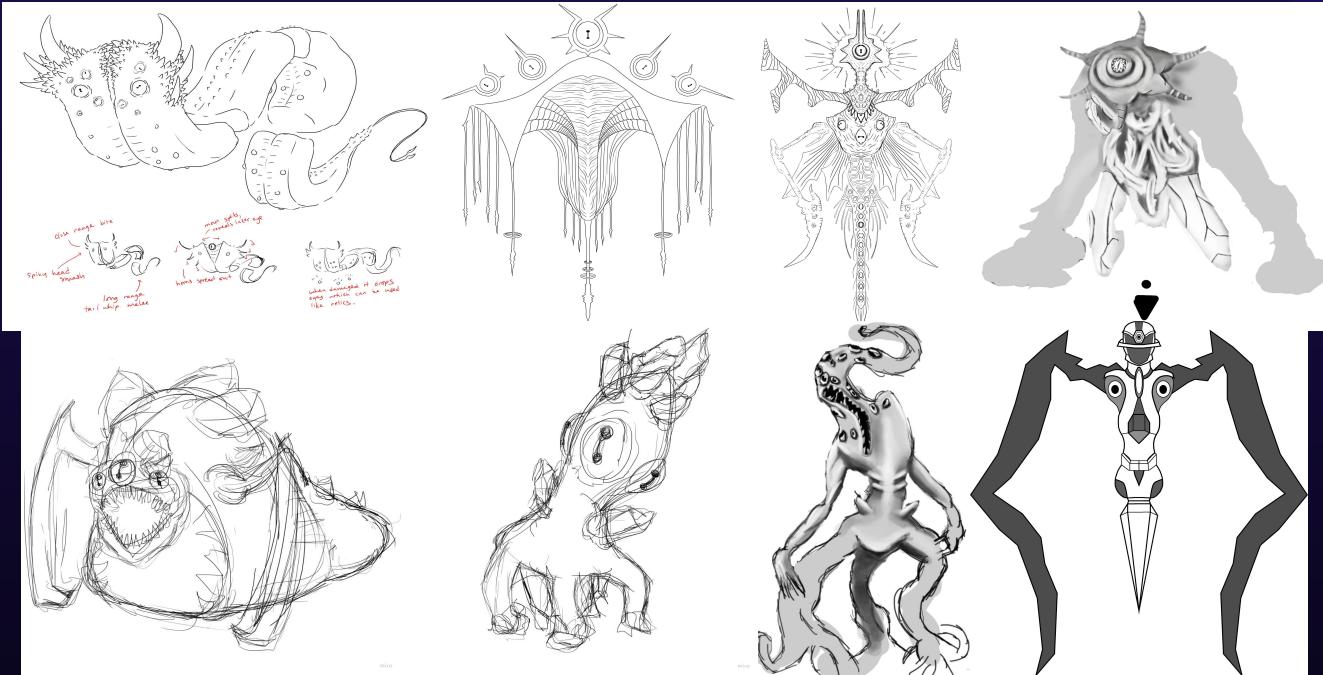
# Final Boss



# Final Boss



# Final Boss



# 9. Level Design

# Skill-Theme Level Design

## Theme Level 1

- Desert Planet
- Cracked Surfaces
- "Open World"

### Skill

- Dash Ability
- Combat Mechanics

### Test

- Dash + Combat
- Introduce Relic

## Theme Level 2

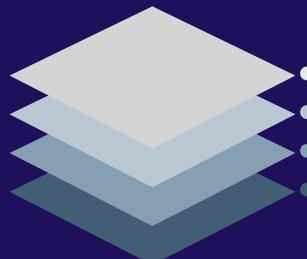
- Interior Ancient Temple/ Spaceship
- Claustrophobic but Massive

### Skill

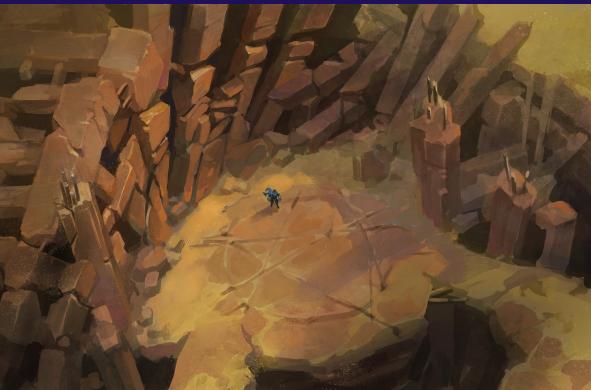
- Relic Mechanic
- Combat + Dash

### Test

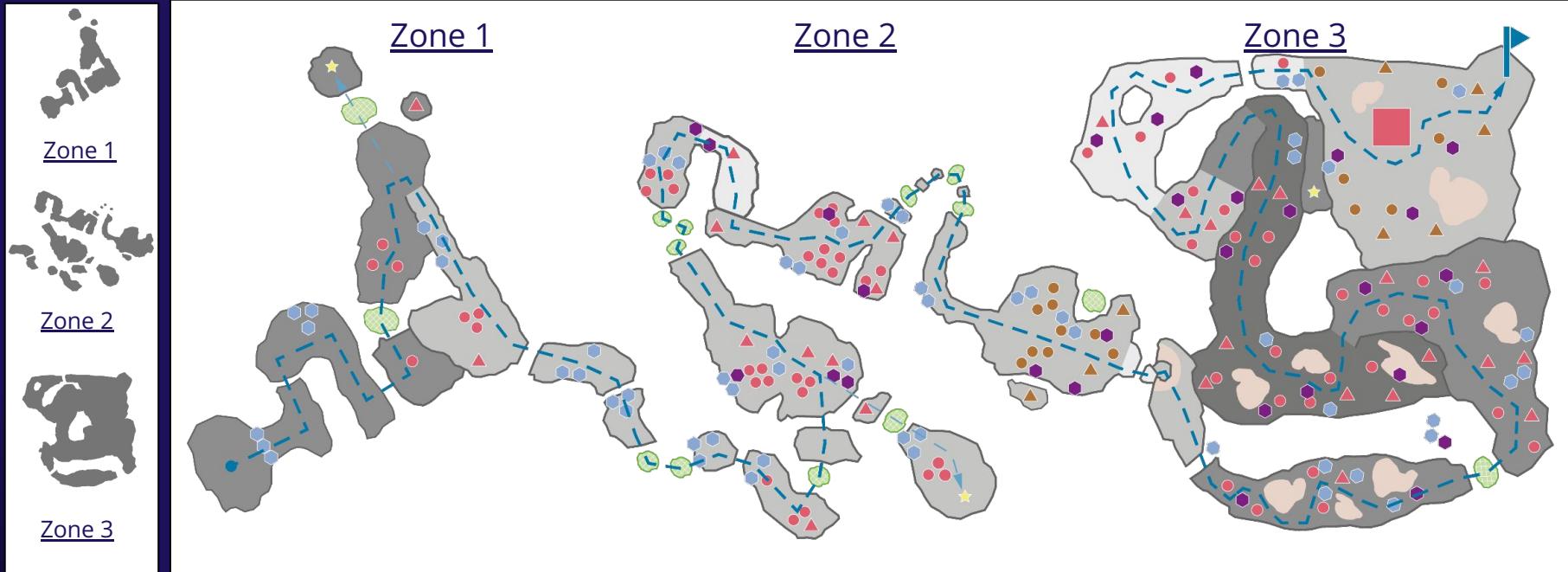
- Relic + Dash + Combat



# Level 1 Environment References



# Level 1

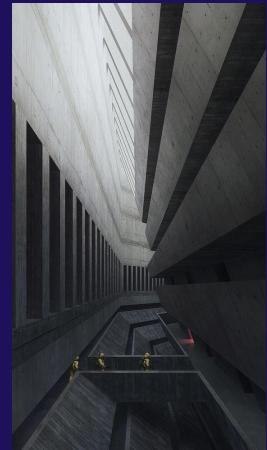
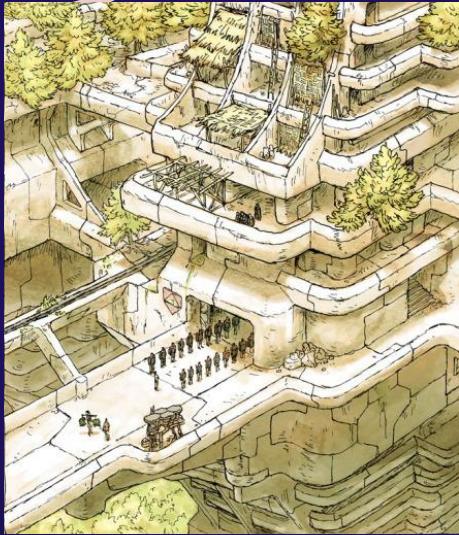


Range Enemy  
Melee Enemy  
Mini Boss  
Range Enemy (Gauntlet)  
Melee Enemy (Gauntlet)

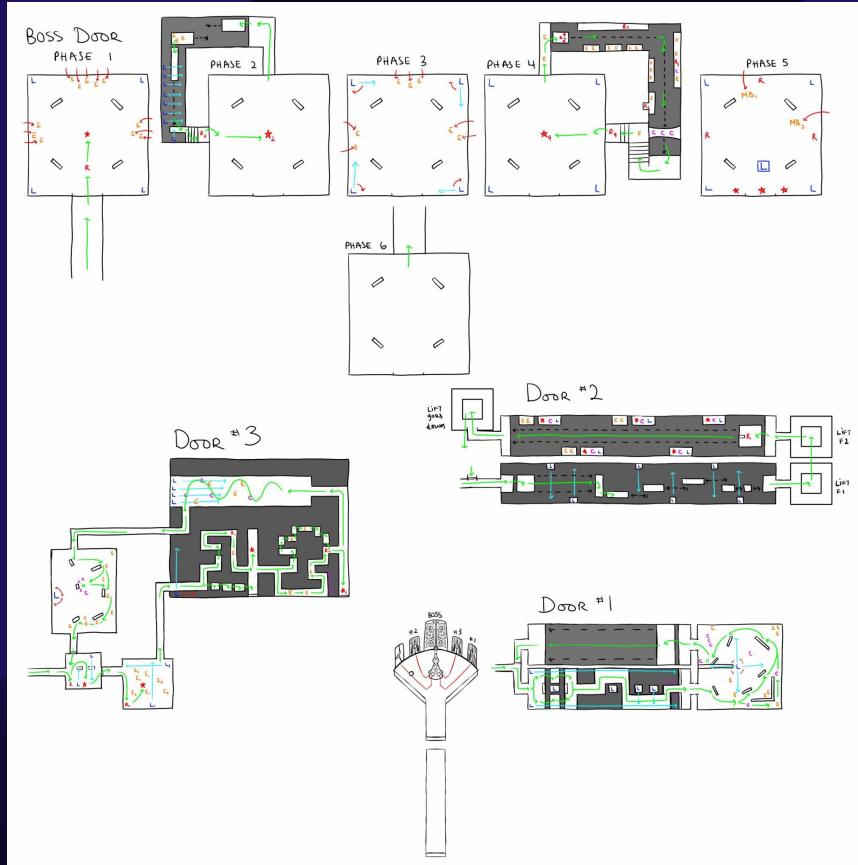
Breakable Crystal  
Explosive Crystal  
Collectible  
Crumpling Platform  
Quicksand

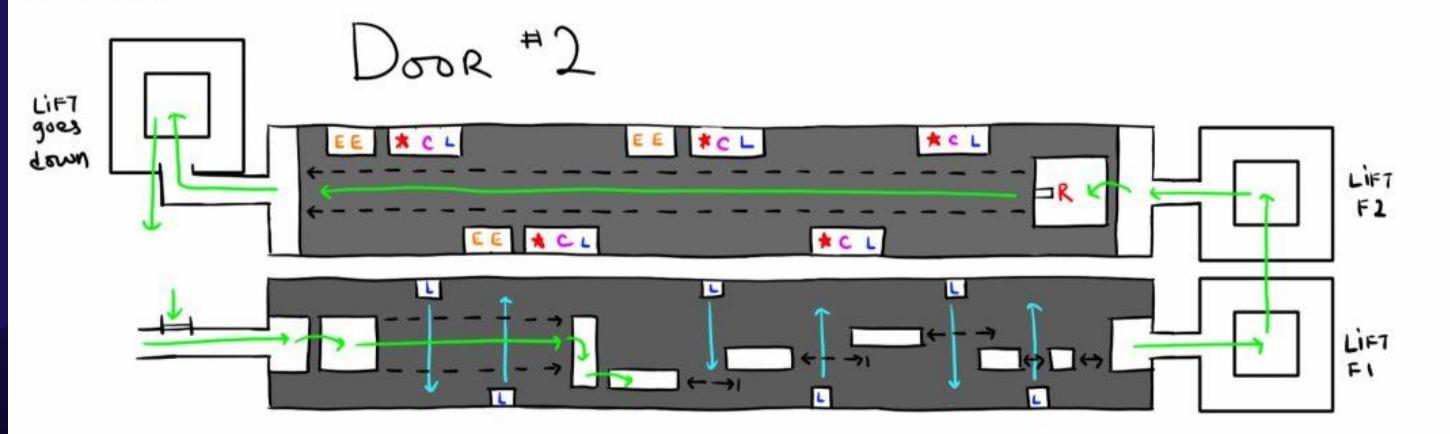
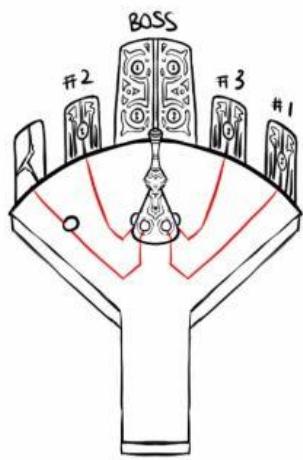
Terrain Elevation

# Level 2 Environment References



# Level 2





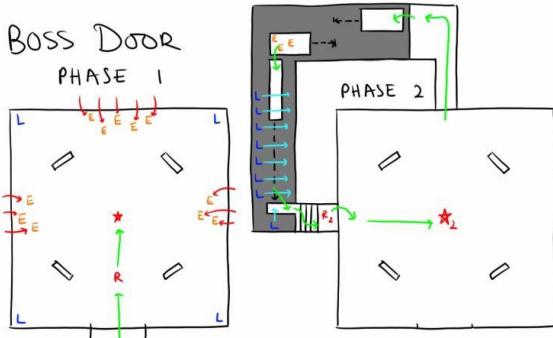
### Door #3



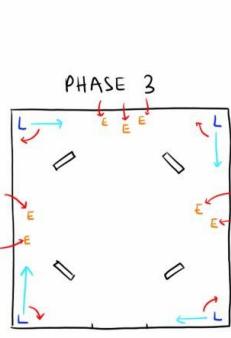
- E: Enemy
- C: Crystal
- L: Lazer
- R: Relic
- ☆: Relic Goal
- →: Lazer Direction
- →: Player Path
- →: Movement
- MB: Mini boss / Elite Enemy

### BOSS DOOR

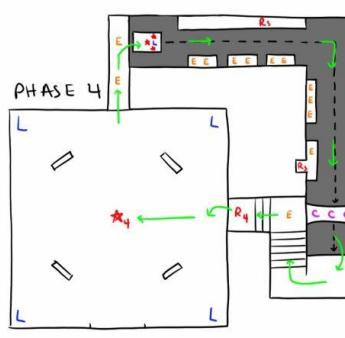
#### PHASE 1



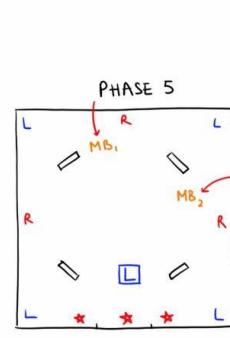
#### PHASE 2



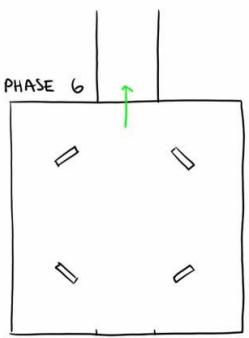
#### PHASE 3



#### PHASE 4



#### PHASE 5



# 10. Tech & Tools

# Tech Tools



## Visual Studio

Programming IDE



## Hachiko Engine

Engine of the Game



## GitHub

Collaborative  
version Control



## ClickUp

Organization,  
management

# Art Tools



## Adobe Photoshop

2D Art, Texturing



## ZBrush

Sculpting



## PureRef

References Management



## Autodesk Maya

Modeling, Rigging and Animation



## Substance Painter

Texturing

# 11. Visual Goals

# Art Style - Proportions



# LookDev - Textures



# LookDev - Lighting

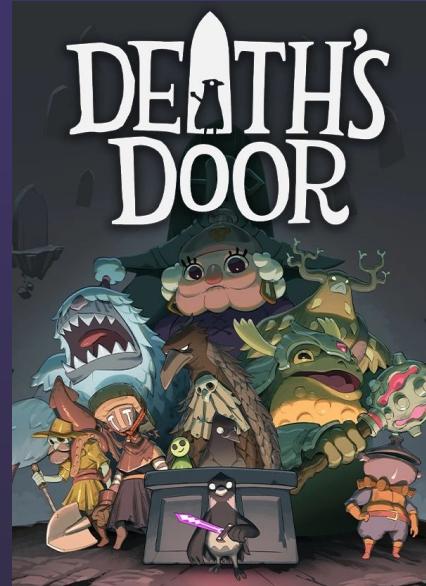


# 12. Competitors

# Death's Door

Acid Nerve - 2021

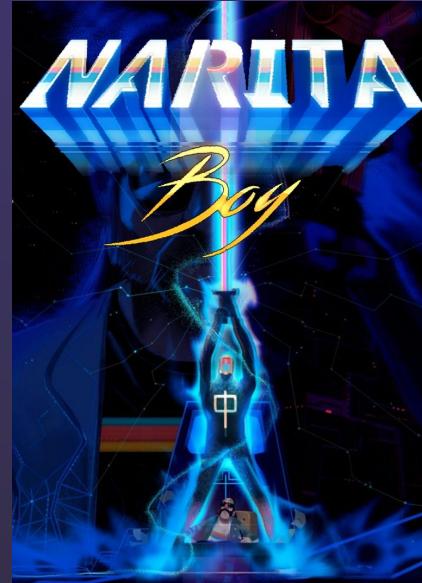
Cartoon  
Puzzle Solving  
Combat



# Narita Boy

Studio Koba - 2021

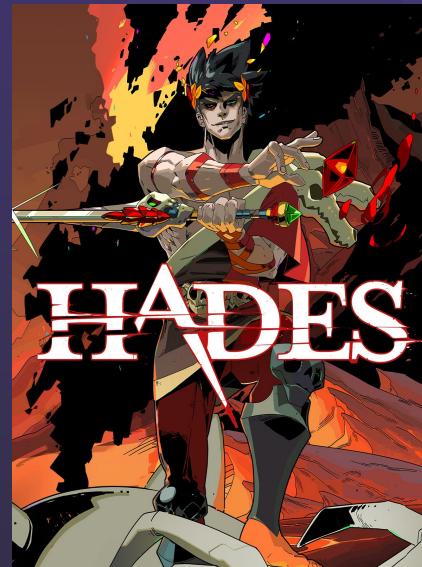
**Retro - Old Fashioned  
Platforming  
Combat**



# Hades

Super Giant Games - 2020

**Greek Mythology  
Rogue-lite  
Fast-paced Action**



# Thanks

Do you have any questions?

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