

01

02

03

04

05

06

CORRUPTED SURFACE

1998

CORE

1998

SEPULTUS

CONCEPT DISCOVERY

Marius Dambean
Clàudia Escuder
Armando González
Enrique Imbert-Bouchard
Joel Herráiz
Isabel Lammens
Claudia Martín
Edward Regas-Duncan
Baran Sürçü





- INFORMATION**
- VISION**
- CORE GAMEPLAY PILARS**
- MOODBOARD**
- STORY**
- CHARACTERS**
- LEVELS**
- TECH AND TOOLS TO USE**
- VISUAL GOALS**
- COMPETITORS**

01.

02.

03.

04.

05.

06.

07.

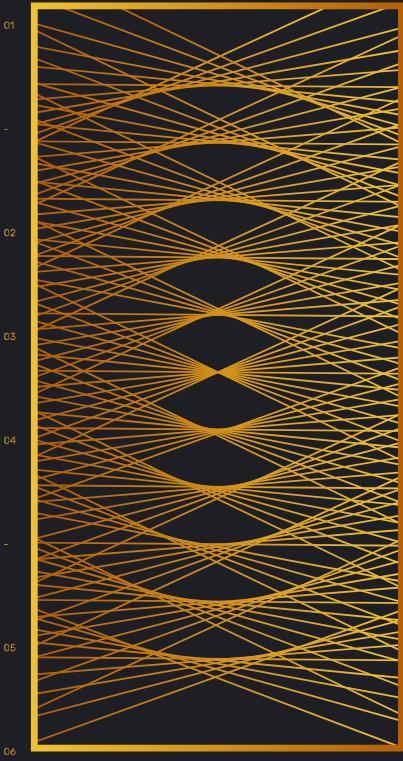
08.

09.

10.

TABLE OF CONTENTS





01.

INFORMATION

General information

01

02

03

04

05

06





SEPULTUS

BY AKITA *INTERACTIVE*

Social Media profiles and
website yet to be defined



01



02

03

04

05

06

90 80 70 60 50 40 30 20 10





02.

VISION

Short summary of the game from
different perspectives

01

02

03

04

05

06

01

02

03

04

05

06



“In this **atmospheric sci-fi hack’n’slash** you have to fight in an otherworldly, strange planet filled with enemies that will challenge you both with ranged and close-quarters combat. **Sift through the hordes of enemies and collect their energy to access the portals that will lead you to the next area.** Use your skills and temporary boosts dropped by slain creatures to enhance your combat experience.”



“**You’re the planet’s last resource.** Part of a squadron of specially-trained fighters, your mission is to free the planet from the underlying corruption eating it alive. **Defeat strange creatures amid titanic ruins and collect artifacts that tell a story** thought to be long lost. Will you be able to discover what lies at the core of it all?”

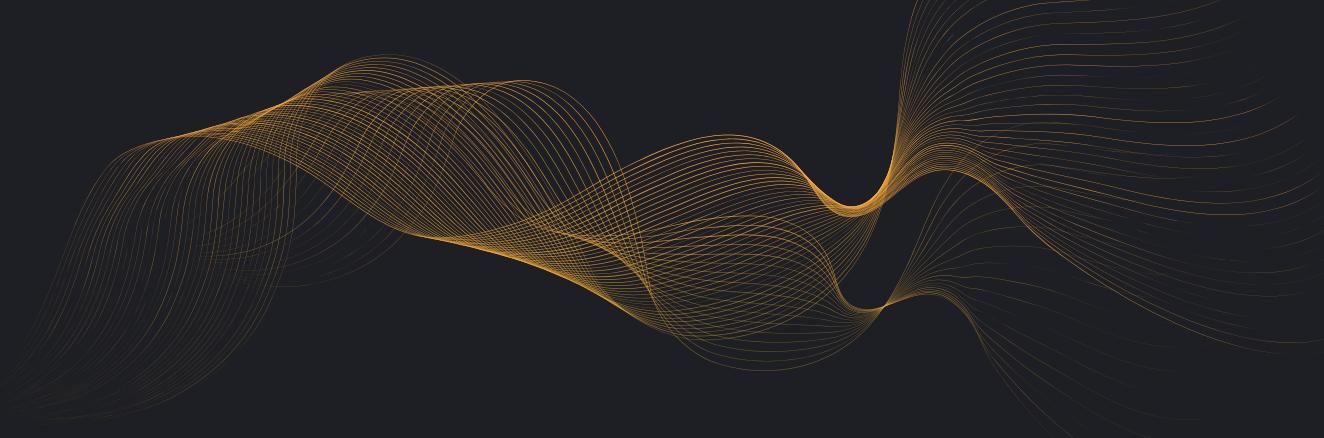


003-1040559

1250 003-77156.8

1760 0009-14563.7 73273





“Meet your long-awaited destiny as you hack through hordes of otherworldly beings.”





03. CORE GAME PILLARS

01

02

03

04

05

01

02

03

04

05

06





01

02

FAST-PACED ACTION

03

Smooth movement & simple but addictive combat mechanics

04

05



01

02

03

04

05

06

07



05

06

07

08

09

0A



0B

0C

0D

0E

0F

0G

COMBAT MECHANICS

Corruption meter

During combat the player will absorb corruption from the environment over time. This corruption will strengthen the player's combat prowess as it hits certain thresholds but it will be harmful if it fills completely.

In order to maintain this meter at a desired level, the player will need to use his skills to consume this corruption as the battle drags on

Attacks

Character is able to use both melee and ranged attacks, for each one the player will be able to use:

- **Basic attack:** Melee does not have any limitations. Ranged will consume energy.
- **Charged attack:** Melee consumes stamina. Ranged consumes energy (more than basic).
- **Special skills**





01

02

03

04

05

06



01

02

03

04

05

06



SPECIAL SKILLS

Stamina

Stamina is the resource used by the player when using charged attacks or dash. It is recovered automatically over time.

Dash

With this skill player will be able to teleport forward a small distance. Short cooldown.

Blink

Character teleports back to the position it was 2-3 seconds ago. Ignores collisions with enemies. Long cooldown.

Ranged area damage

- **Black Hole:** Pulls enemies in a radius where the device is thrown.
- **Explosive bomb:** Deals damage and leaves affected targets burning.





01

02

03

FRENETIC GAMEPLAY

Motivate the player to pick up fights

04

05



01

02

03

04

05

06

07



01

02

03

04

05

06



01

02

03

04

05

06

BOOSTS AND ENHANCEMENTS

Temporary boosts

Through different means, such as dropping from enemies or as rewards for completing challenges the player can acquire corruption cells. These can be carried up to one at a time to be used later in strategic moments in order to provide a temporary boost to the character abilities, such as.

- Damage amplification
- XP drop increase
- HP recovery





01

Immersive experience

03

Lore and exploration rewards

04



01

02

03

04

05

06

06



01

02

03

04

05

06



01

02

03

04

05

06

SPECIAL FEATURES

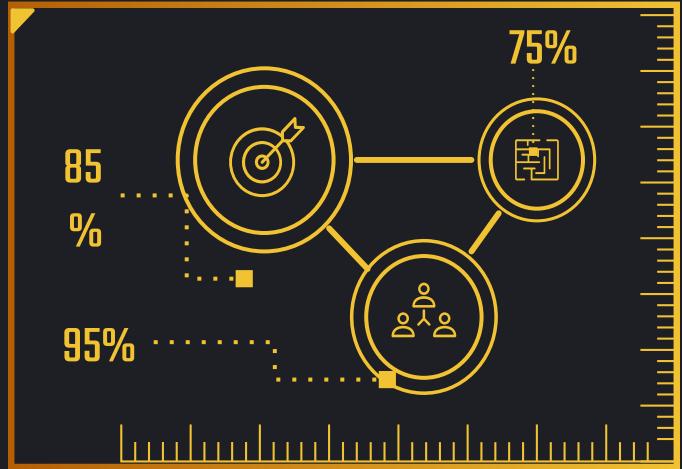
Corruption Rifts

Rifts are corruption sources that the player will need to close as they progress through the game to access more advanced areas. These rifts can be closed by completing a simple puzzle that will unlock after clearing the surrounding enemies on that area.

Collectibles

There will be some hidden collectibles throughout the level that can provide the player with lore snippets. Similar to the Souls franchise





04. MOODBOARD

One page document to understand the game





01



02

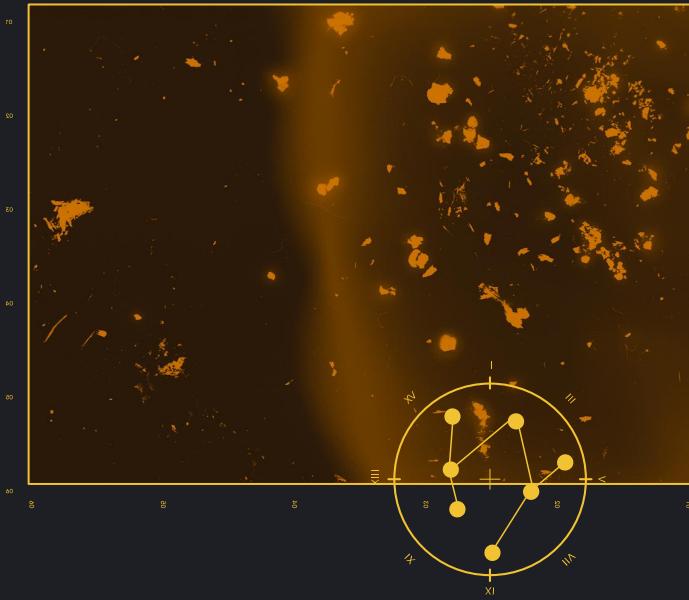
03

04

05

06





05. STORY

General lore behind the game





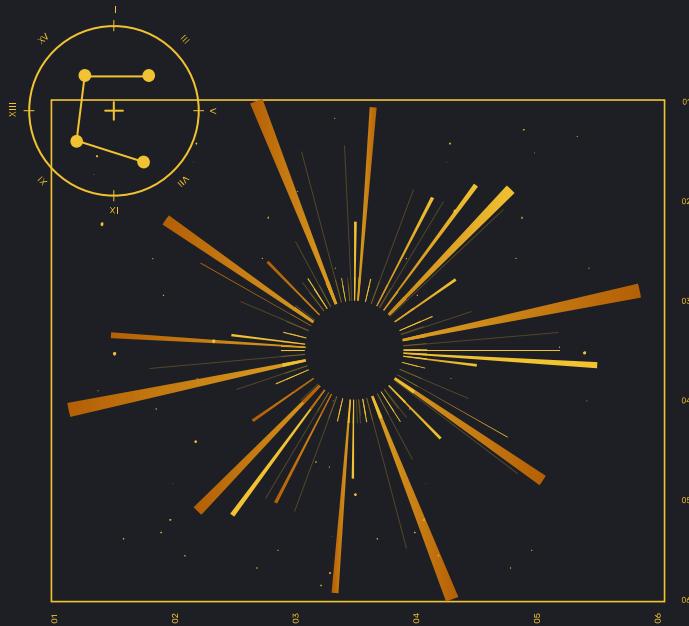
“When only gods roamed this universe, their titanic servants were commanded to harvest dark energy from planets in order to protect them. Until one titan stopped obeying.

Life had bloomed on that planet and harvesting the energy meant certain death, and thus the titan could not fulfill his order. Developing a conscience he refused to obey his masters, which set ablaze a war amongst gods. The war went on until all but three gods were left, who vowed to protect the planet after witnessing its life and beauty.

The lonely titan became obsessed with a human, and when the human died, it tried to revive her using dark energy. But that energy was never to be used on humans, and the result was a horrible abomination. She spread corruption and death along her path, spawning hellish half-alive creatures.

Witnessing the titan’s madness, the three gods sealed the woman in a crystal within his heart and buried him deep within the planet’s earth. **But now only three crumbling pillars remain, mere shadows of the once omnipotent gods, which still keep the grieving titan asleep.”**





06. CHARACTERS

Three differently themed proposals

01

02

03

04

05

06



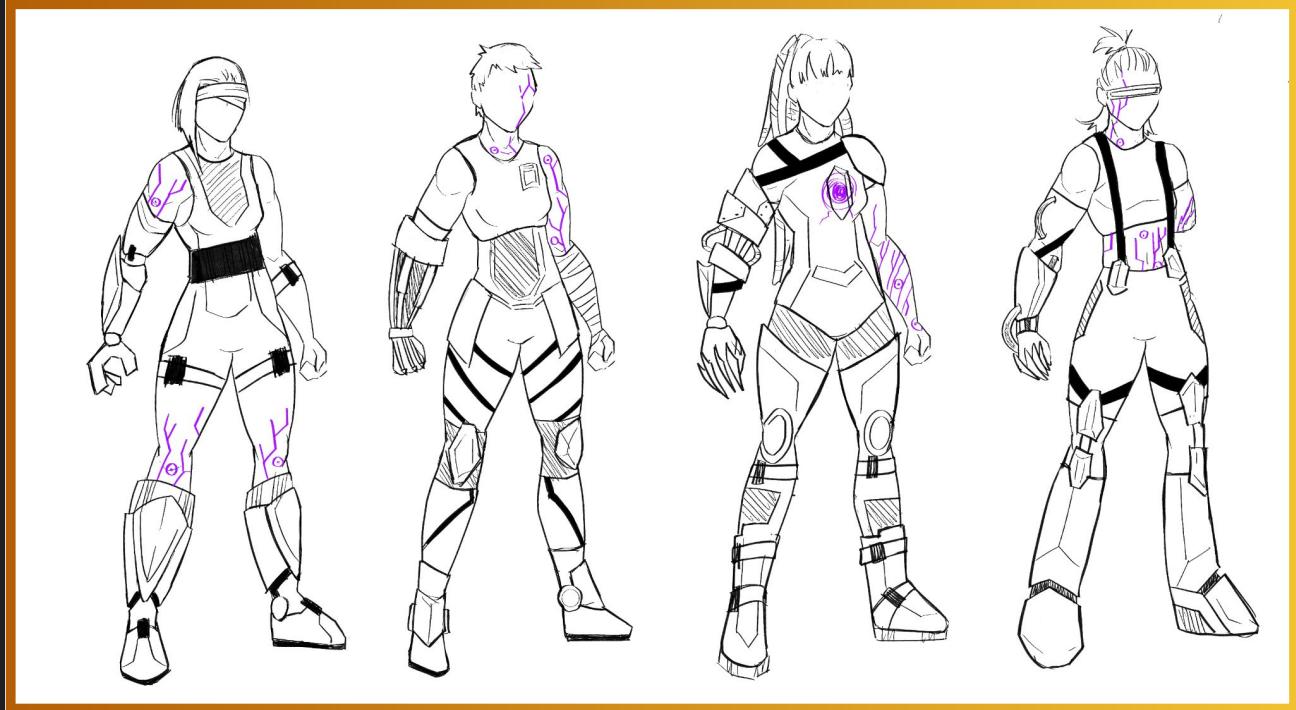


MAIN CHARACTER



MERCURY

Enhanced human
(bionic arm
that doubles as
weapon,
enhanced
vision)





MAIN CHARACTER



BADASS KID

Enhanced kid
(bionic legs,
enhanced vision
through bear
helmet)



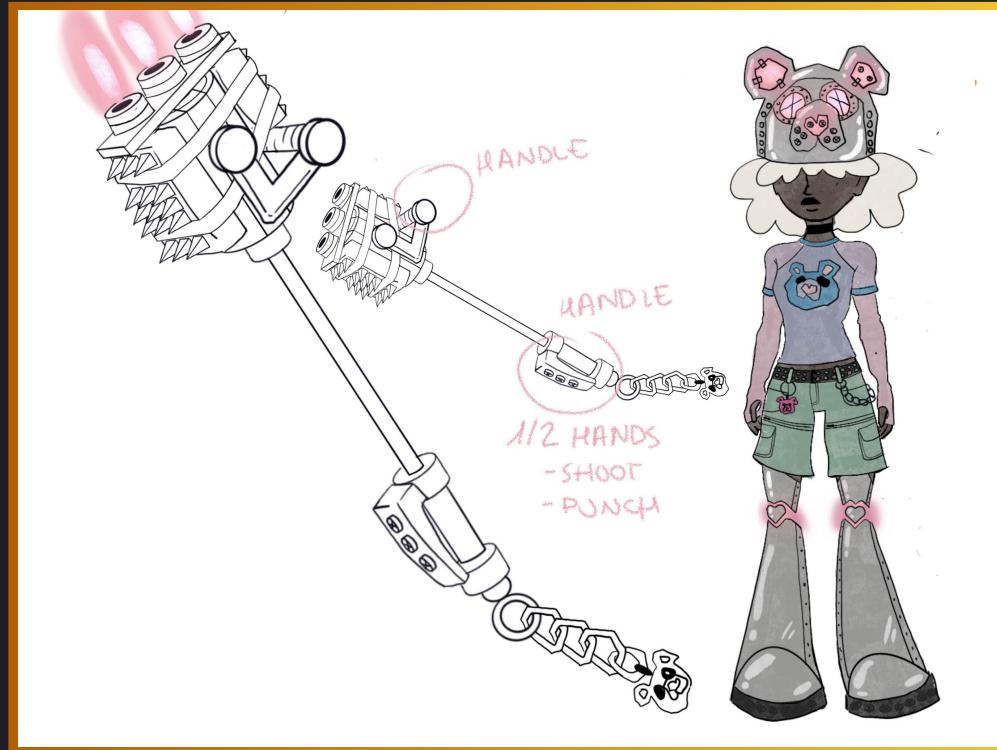


MAIN CHARACTER



WEAPON

Hybrid of a
mallet or hammer
and a gun.
1 and 2 hand
grip





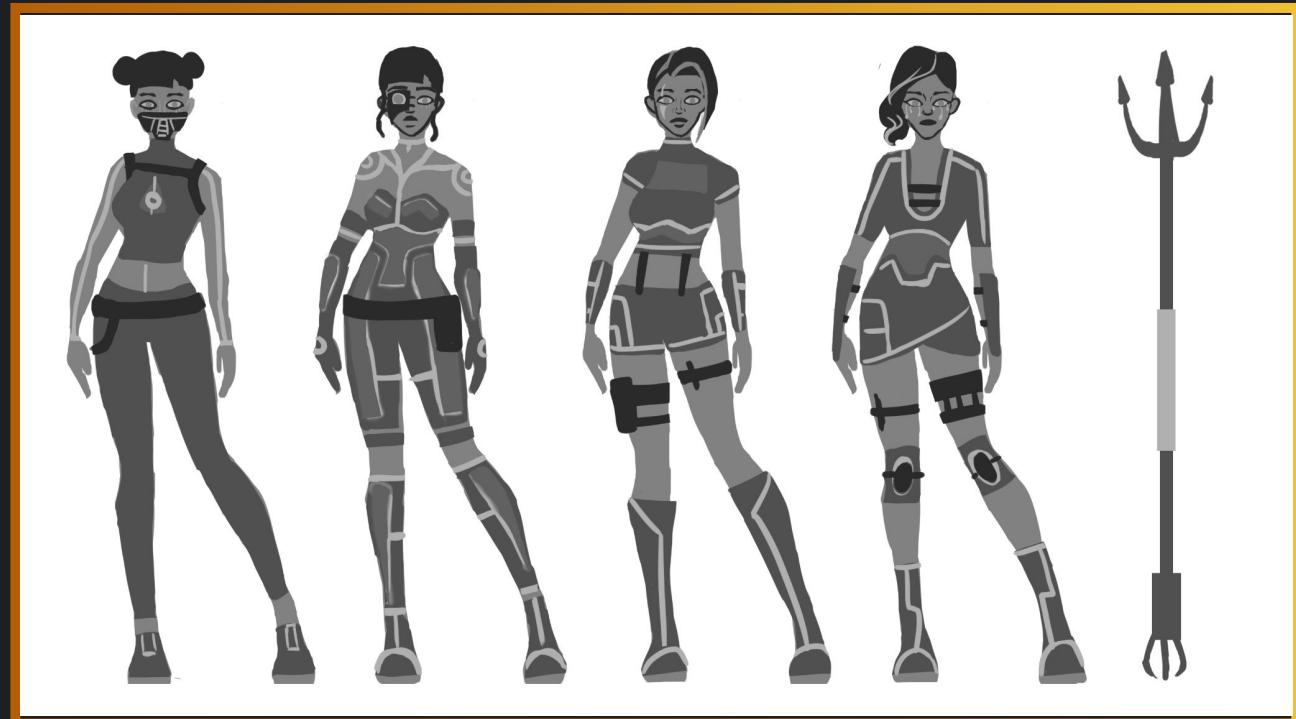
MAIN CHARACTER



KORE

Rebel against the titan's realm.

The main weapon is a hybrid trident(melee) and an energy collector



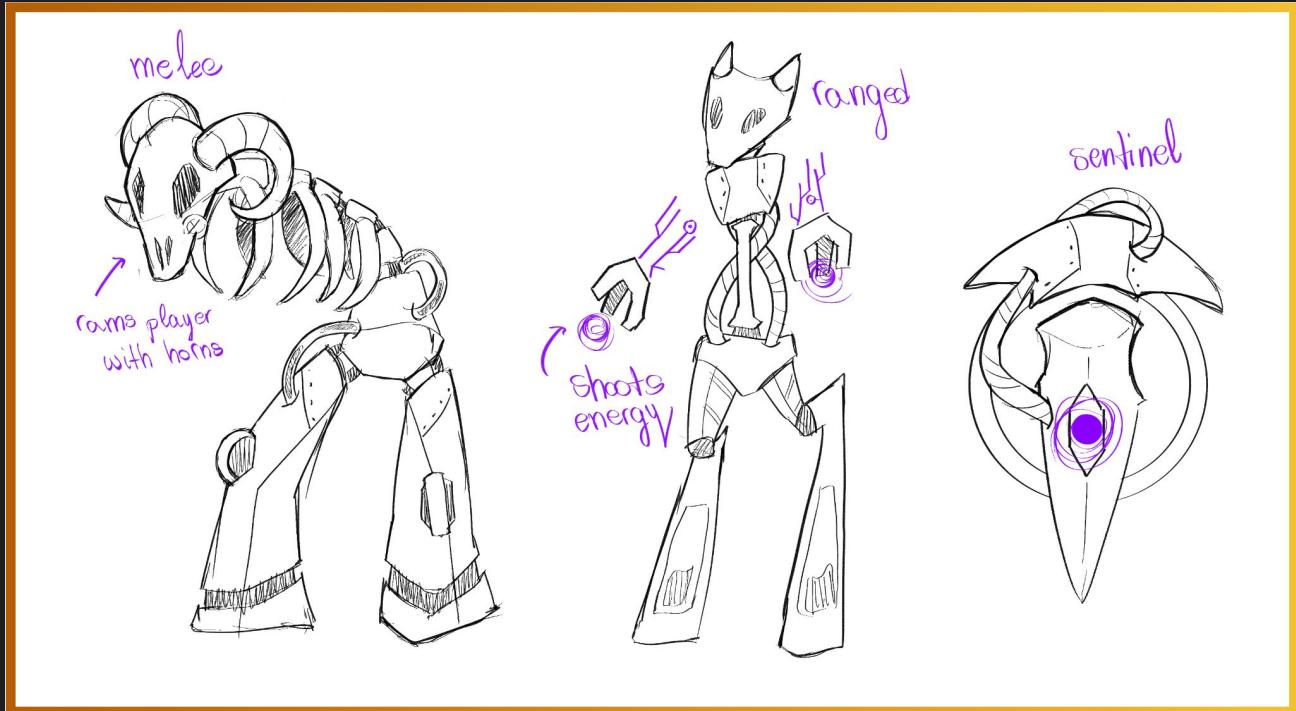


ENEMIES



BIONIC CREATURES

Halfway between
animal and
machine





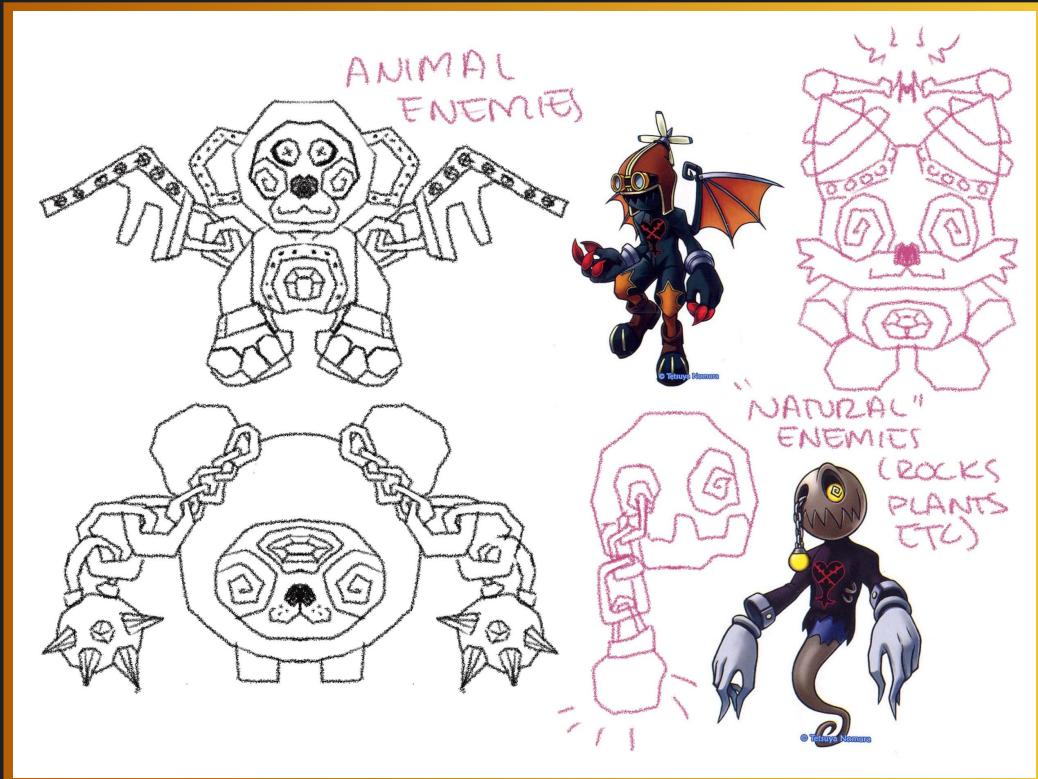
ENEMIES



MECHANICAL ANIMALS

Animals that have been
“charmed” by
corruption.

They have a dizzy look
on their faces and
their bodies have
started to surrender to
mechanical corruption.





ENEMIES



POISONOUS WASP & RADIOACTIVE MUSHROOM

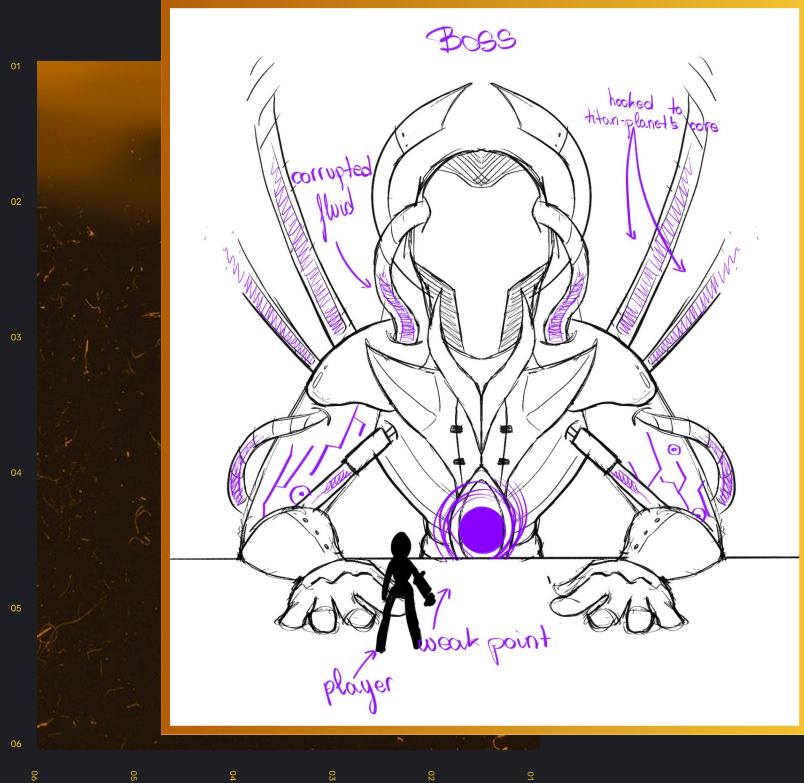
POISONOUS WASP_ Follows the player to corrupt him with the poison

RADIOACTIVE MUSHROOM_ Static enemy, the player has to avoid them to not get injured.





BOSS



CORE MACHINE

Hooked to the core of
the planet & titan,
needs life energy to
function and keep the
planet's balance



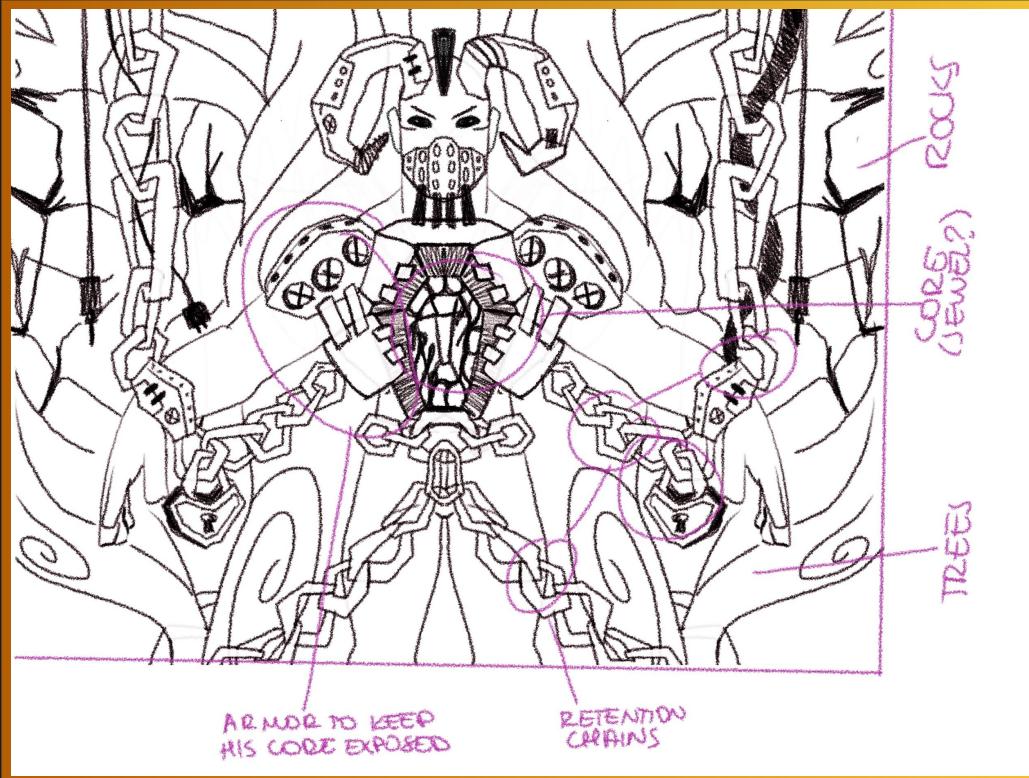


BOSS



Mechanical Golem

Trapped titan.
He has got some
repaired/mechan-
ical parts



BOSS



LIGHTNING TITAN

The player has to destroy the connectors that are on the ground to defy the boss.





CHARACTER COLOR SCHEME

BADASS KID AND MERCURY

Grisáceo Rosa	Rosa	Rojo Rosáceo
Rosa	Oscuro Rosa	Grís
Grisáceo Blue Green	Verde	Grisáceo Azul
Azul Cian	Oscuro Naranja Rojizo	Naranja
Claro Amarillo	Naranja Claro Grisáceo	Oscuro Gris

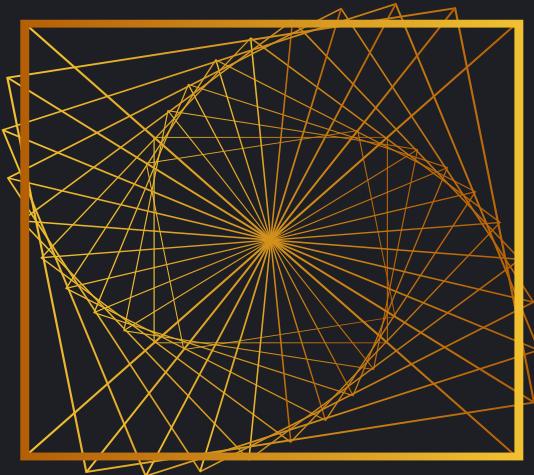


003-1040559

1250 003-77156.8

1760 0009-14563.7

73273



07. LEVELS

Level One, Two and Boss proposals

01

02

03

04

05

06





LEVEL COLOR SCHEME

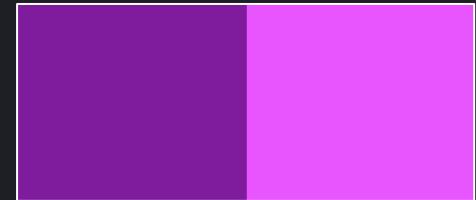
SURFACE (LVL 1)



UNDERGROUND (LVL 2)



SHARED COLOURS



01

02

03

04

05

06

07

01

02

03

04

05

06



ENVIRONMENT REFERENCES



RICKY HO

SURFACE (LVL 1)



01

02

03

04

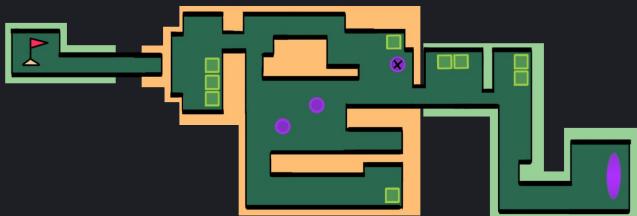
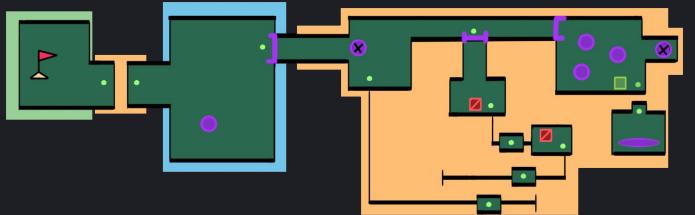
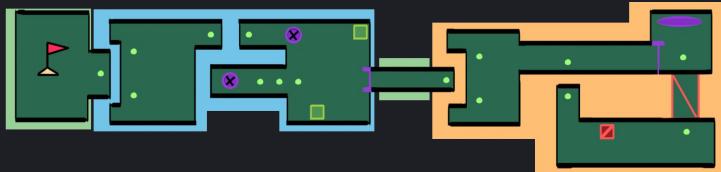
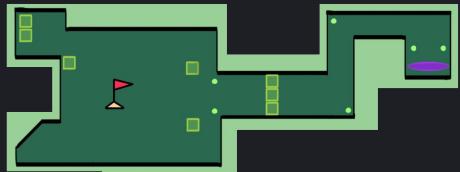
05

06





LEVEL 1



LEVEL ORGANIZATION

Save zone (Green)

Tutorial (Blue)

Challenge/Puzzle

(Orange)

01

02

03

04

05

06

01

02

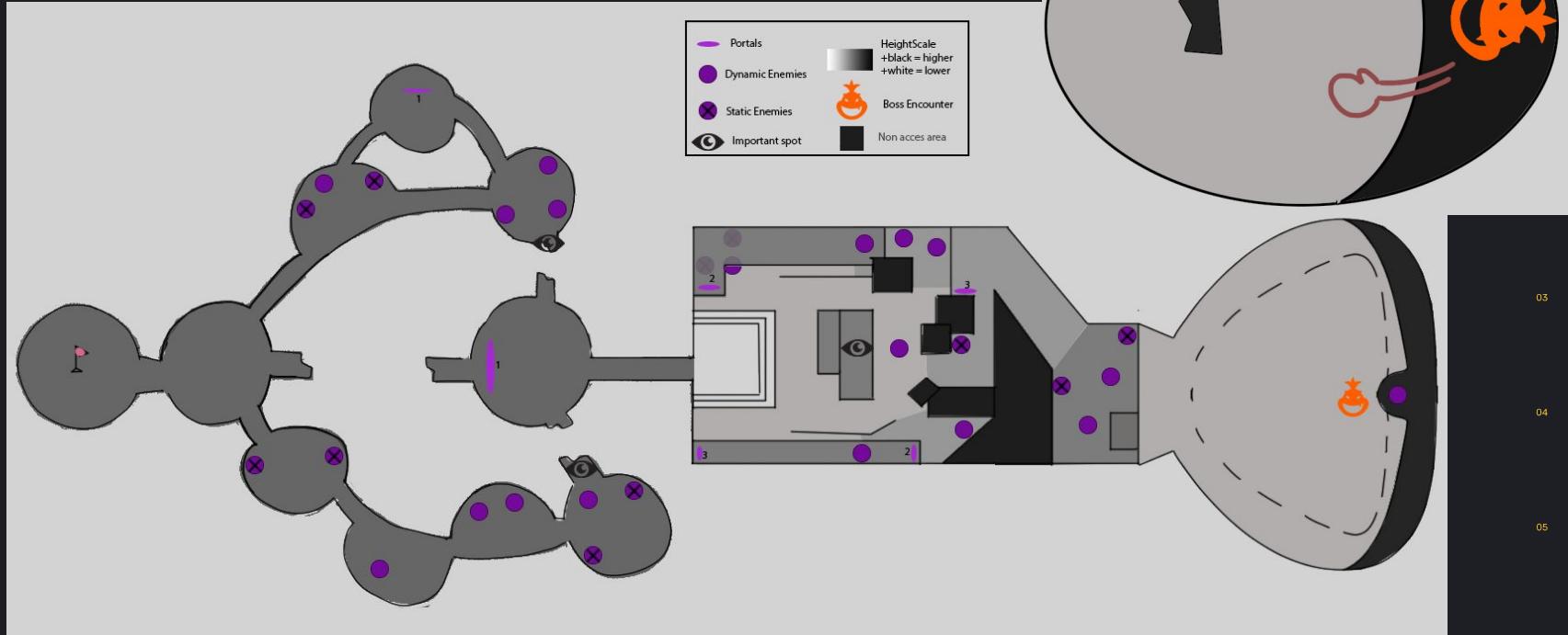
03

04

05

06

LEVEL 2 & MINI-BOSS FIGHT



01

02

03

04

05

06



08.

TECH AND TOOLS

Art, Programming and Management Tools

01

02

03

04

05

01

02

03

04

05

06





Types of tools

Artistic

- 3D modeling
- Image Editing
- Animation

Organisational

- Task Board
- Visual Design Board
- Communication
- Source Control

Programmatic

- Integrated Development Environment (IDE)
- Game Engine





3D Modeling/Animation Software

01



3ds Max



Maya



Substance
Painter



02



ZBrush



03

04

05

06



1

2

3

4

5

6



01

02

03

04

05

06



Image Editors

PhotoShop & Photopea 

Professional image editor from Adobe and free browser-based alternative to it.



01

02

03

04

05

06



0

0

0

0

0

0



01

Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management
- No Dark mode

The screenshot shows a ClickUp workspace titled "Akita Interactive's Workspace (Board)". The interface includes a navigation bar with File, Edit, View, History, Window, and Settings options. Below the navigation is a search bar and a sidebar with Home, Notifications, Show more, Favorites, and Spaces sections. The main area displays a task board with three columns: TO DO (4 tasks), PLANNING (0 tasks), and IN PROGRESS (0 tasks). The tasks listed are:

- Web > Web: Create page showing Game Vision Document (Due Mar 28 - Apr 3)
- Web > Web: Create page showing team info, photo, portfolio (Due Mon - Mar 20)
- Web > Web: Create page with the UML (Due Mar 28 - Apr 3)
- Web > Web: Create "blog" with several posts (Due Mon - Apr 3)

At the bottom of the task board, there are "+ NEW TASK" buttons for each column.



02

03

04

05

06



0

0

0

0

0

0



01

Visual Design Board



Virtual online White board
for sharing ideas and
designs

miro free* | Team B - Corrupted Titan | 🔍 | 🌐 | ☰ | 🔍 | Share

level proposals

Surface

Underground

2 special mechanics (different from HLD)

- clear corruption
- teleport (blink & backtrace)

General mechanics

- Shoot
- Dash
- Attract (black hole bomb)

Special Bombs

- Black Hole Bomb
- Explosive

Black Hole Bomb

Explosive

Ranged weapon

Heskaht

Charge Shot

Passive ability

Sword song

Adaptive Bio-Weapon

Dash

Backtrack

Navigate

Clear corruption to regenerate health

Combat Timing Mechanic (Xinda?)

Interactive Environment objects

General Enemy Mechanic

WEAPONS

See recent changes



02

03

04

05

06



0

0

0

0

0

06

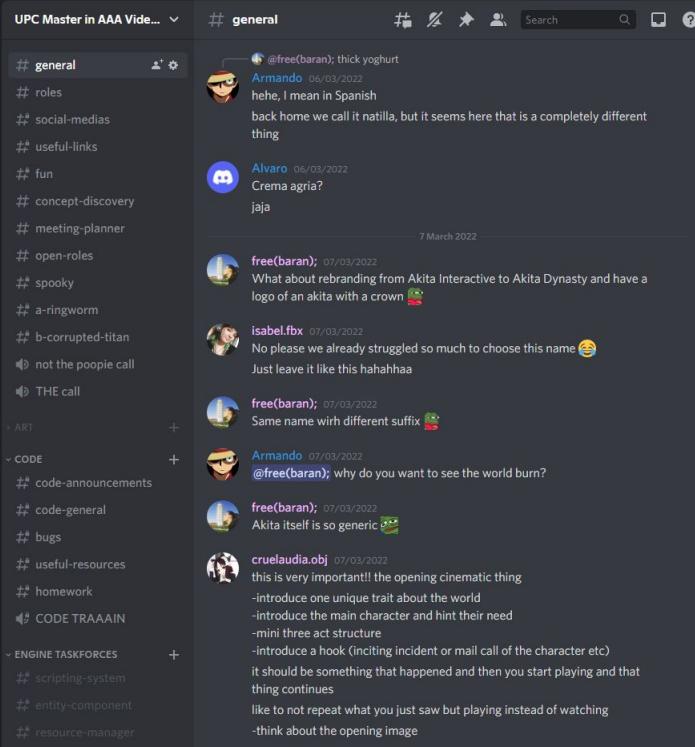


01

Communication

Discord 

- Free
- Easy to set up
- Multiple chat rooms for different subjects
- Voice calls and screen sharing
- Quick Code snippet and image sharing



The screenshot shows a Discord server interface for "UPC Master in AAA Vide...". The left sidebar lists several channels:

- # general
- # roles
- # social-medias
- # useful-links
- # fun
- # concept-discovery
- # meeting-planner
- # open-roles
- # spooky
- # a-ringworm
- # b-corrupted-titan
- 🔊 not the poopie call
- 📞 THE call
- ART
- CODE
 - # code-announcements
 - # code-general
 - # bugs
 - # useful-resources
 - # homework
 - CODE TRAAAIN
- ENGINE TASKFORCES
 - # scripting-system
 - # entity-component
 - # resource-manager

The main window shows the #general channel with the following messages:

- @free(baran); thick yoghurt Armando 06/03/2022 hehe, I mean in Spanish back home we call it natilla, but it seems here that is a completely different thing
- Alvaro 06/03/2022 Crema agria? jaja
- free(baran); 07/03/2022 What about rebranding from Akita Interactive to Akita Dynasty and have a logo of an akita with a crown 🐶
- isabel.fbx 07/03/2022 No please we already struggled so much to choose this name 😂 Just leave it like this hahahha
- free(baran); 07/03/2022 Same name with different suffix 🐶
- Armando 07/03/2022 @free(baran); why do you want to see the world burn?
- free(baran); 07/03/2022 Akita itself is so generic 🐶
- cruelaudia.obj 07/03/2022 this is very important!! the opening cinematic thing
 - introduce one unique trait about the world
 - introduce the main character and hint their need
 - mini three act structure
 - introduce a hook (inciting incident or call of the character etc)
 - it should be something that happened and then you start playing and that thing continues
 - like to not repeat what you just saw but playing instead of watching
 - think about the opening image



02

03

04

05

06



0

0

0

0

0

0



01

File Edit View Repository Branch Help

Current repository Hachiko-Engine

Changes History

Select branch to compare...

Merge pull request #14 from AkitaInteractive/improvements/memory-leaks-fix...
Reporting separating memory leaks reporting code
Armando • Feb 23, 2022

updating source folders to be lowercase
Armando • Feb 22, 2022

Merge pull request #13 from AkitaInteractive/separating-memory-leaks-reporting-code
separating memory leaks reporting code
Armando • Feb 22, 2022

Merge pull request #12 from AkitaInteractive/more-prove
more prove
Eric • Feb 18, 2022

Change version of msbuild
Change version of msbuild
Eric • Feb 18, 2022

Try rebuild
Try rebuild
Eric • Feb 18, 2022

[FIX] No cache for sonar msbuild
[FIX] No cache for sonar msbuild
Eric • Feb 18, 2022

[ADD] Sonar properties
[ADD] Sonar properties
Eric9Thor • Feb 18, 2022

Update path build-wrapper
Update path build-wrapper
Mónica Martín • Feb 18, 2022

Commented schedule lines
Commented schedule lines
Mónica Martín • Feb 18, 2022

Updated name to run build-wrapper
Updated name to run build-wrapper
Mónica Martín • Feb 18, 2022

Create sonar-project.properties for Sonar C...
Create sonar-project.properties for Sonar C...
Mónica Martín • Feb 18, 2022

Create build.yml for Sonar Configuration
Create build.yml for Sonar Configuration
Mónica Martín • Feb 18, 2022

Fetch origin Current branch main Last fetched Feb 28, 2022

Source\Engine.vcxproj @@ -1,17 +1,5 @@ 1 #include "core/hephc.h" 2 + 3 #ifndef _DEBUG 4 #define DEBUG_NEW new(_NORMAL_BLOCK, __FILE__, __LINE__) 5 #define new DEBUG_NEW 6 #define _CRTDBG_MAP_ALLOC 7 #include <cstdlib> 8 #include <crtdbg.h> 9 #endif 10 11 //void DumpLeaks(void) 12 { 13 // _CrtDumpMemoryLeaks(); // Show leaks with file and line where 14 // allocation was made 15 // 16 // #include "Instrumentation/MemoryLeaks.h" 17 18 enum class MainStates 19 { 20 // 21 // }; 22 23 int main(int argc, char** argv) 24 { 25 // atexit(DumpLeaks); 26 // _CrtSetDbgFlag(_CRTDBG_ALLOC_MEM_DF | _CRTDBG_LEAK_CHECK_DF); 27 // Logging = nullptr; 28 // 29 // Logging = new Hachiko::Logger(); 30 // 31 // int main_return = EXIT_FAILURE; 32 // 33 // 34 // } 35 }

Source Control



- Recorded history of the codebase
- Powerful tool for collaboration
- Branch system for working in parallel
- Industry standard

02

03

04

05

06





Visual Studio

- “Bread & Butter” Code Editor
- Built in compiler
- Debug and performance measuring tools

A screenshot of the Visual Studio IDE interface. The code editor window displays C++ code for a material importer. The Solution Explorer window shows a project named 'Hachiko' with multiple components. The Properties window is visible on the right. The Output window at the bottom shows build logs. The status bar at the bottom indicates 'Ready'.

```
1 // Hachiko
2 // Material.h
3 // 
4 // Author: Hachiko
5 // Date: 2023-09-15
6 // File: MaterialImporter.h
7 // 
8 Serial::ComponentMaterial(GameObject* container) :
9     MATERIAL(container) {}
10 
11 Serial::ComponentMaterial()
12 {
13 }
14 
15 
16 EntMaterial::Import(AMaterial* assimp_material, const std::string& model_path, const
17 std::string& model_name)
18 {
19     assImpoter::Material::Import(assimp_material, model_path, model_name);
20     re = material->diffuse.loaded;
21     are = material->specular.loaded;
22 }
23 
24 EntMaterial::Save(JsonFormatterValue j_component) const
25 {
26     material->Save(material, j_component);
27 }
28 
29 EntMaterial::Load(JsonFormatterValue j_component)
30 {
31     assImpoter::Material::Load(j_component);
32     re = material->diffuse.loaded;
33     are = material->specular.loaded;
34 }
```

Output:

```
Show output from: Source Control - Git  
Opening repositories:  
D:\Development\c++\Hachiko-Engine
```



01



02

03

04

05

06





05

08

03

04

05

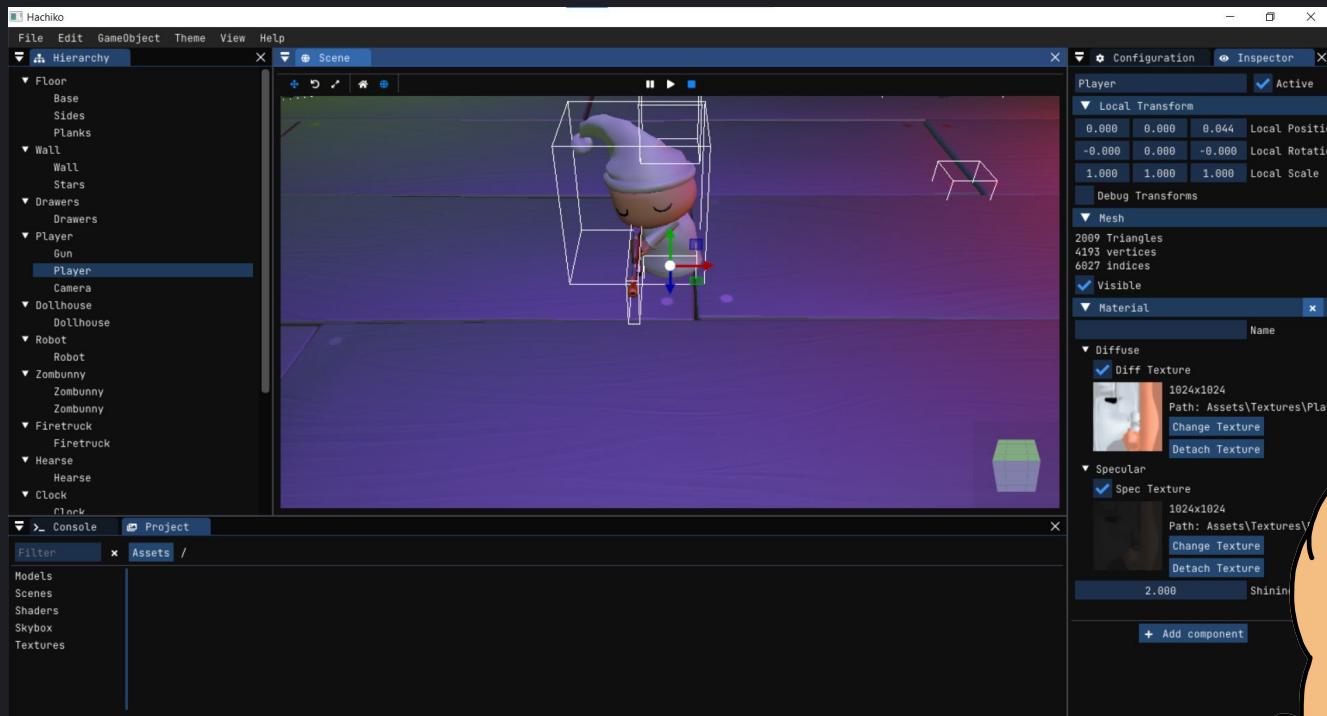
06



01



Game Engine: Hachiko



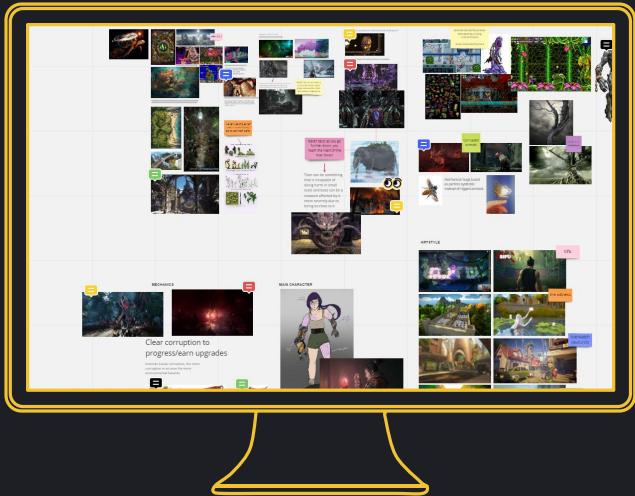
02

03

04

05

06



09.

VISUAL GOALS

General Art Direction



01

02

03

04

05

06

01

02

03

04

05

06



OVERALL ART STYLE

STYLIZED

CHARACTERS

Main references being
Overwatch, Sifu and Valorant.

Also Metroid, Mirror's Edge,
League of Legends, Psychonauts.



TEXTURES

PBR with some hand painted details.

Main references being
Overwatch, The Witness
and ***Sifu***.





Valorant

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





sifu

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





The Witness

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





henricmontelius@gmail.com



Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





10. COMPETITORS

Recent games with similar themes

01

02

03

04

05

06

01

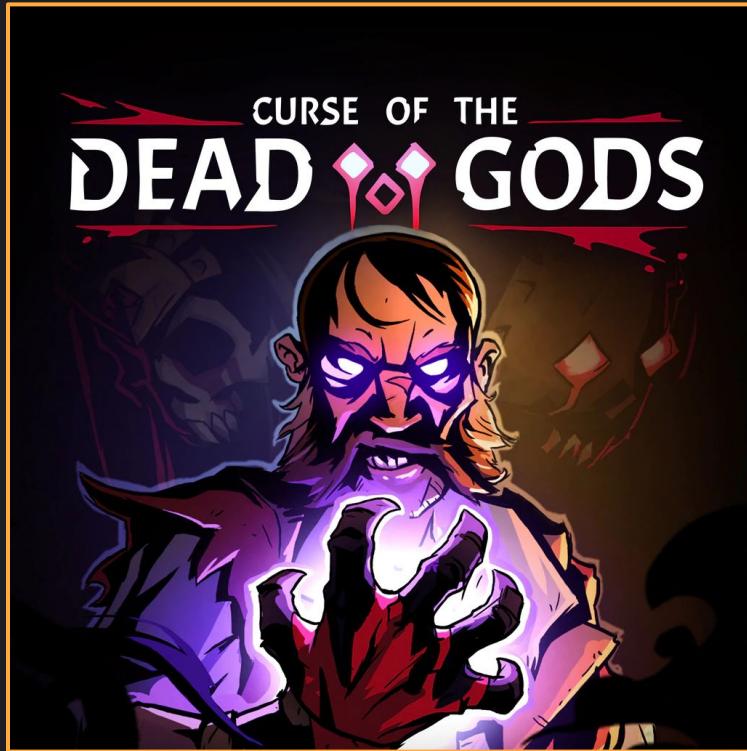
02

03

04

05

06



CURSE OF THE DEAD GODS

PASSTECH GAMES, 2021

Fast-paced action

Easy to learn, hard to master

Corruption meter





01

02

03

04

05

06

01

02

03

04

05

06



ELDEST SOULS

FALLEN FLAG STUDIO, 2021

Fast-paced combat

Souls-like

Big bosses



01

02

03

04

05

06

01

02

03

04

05

06





THANKS!

Do you have any further questions?

CREDITS: This presentation template was created by [Slidesgo](#), including icons by [Flaticon](#), and infographics & images by [Freepik](#)



01

02

03

04

05

06