

NETZA

(It means 'Truth' in Mexican)

Game Vision Document

Vision

Neta is a unique Mexican Action RPG that mixes culture and Hack 'n Slash with a bunch of enchiladas. You will face the Lady of the Shadows and her spooky monsters with your shocking abilities and powers while upgrading your gear and learning new amazing skills.

Are you ready to reach the depths of the forbidden temple in order to save your relative?

A thrilling adventure that will make you feel like a Mexican Hero! Use your luchador moves to defeat your enemies, play your legendary guitarra to purify their souls or even use your dark magic to cast away the evil forces!

Pillars

Scavenging and looting
Spooky but funny
Mexican Spirit



Visual Goals



Story

A long time ago our ancestors started a tradition that one night a year they would honor their dead relatives to avoid the resurrection of Lady Shadow (Death). The time passed and the next generations started to forgot about the importance and meaning of the tradition.

Long time passed and that night arrived, and everyone in Montetaco but a child forgot about this tradition. Lady shadow is close to resurrect, in order to do that she requires the child to die.

Lady Shadow was regaining her power, and with this power she attracted the child to her forbidden temple in order to complete her objective.

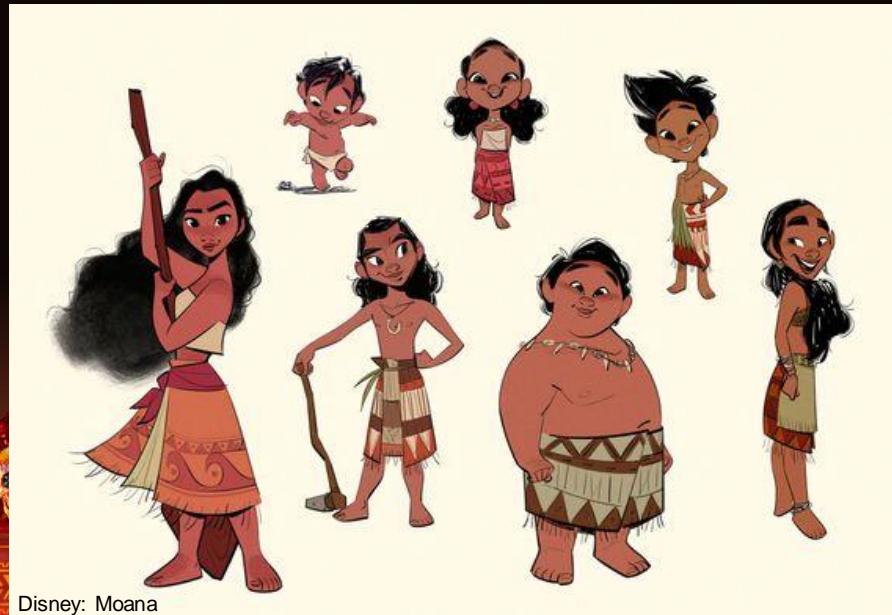
You will play as one of the relatives that the child honored just before being lured by the Goddess.

You must save him from the bone-hands of Lady Shadow or else, the child will die and with him ... mankind.



Characters (Good ones!)

Relative (Boy / Girl):



Disney: Moana

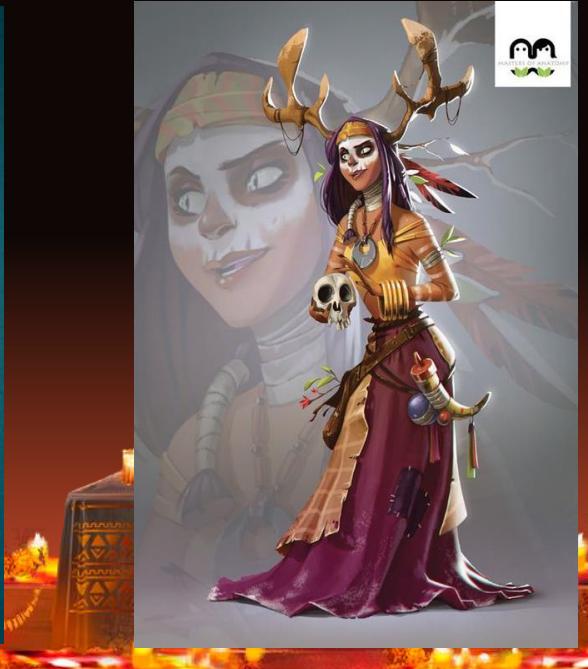
Characters (Good ones!)

Ancestors:

Wrestler



Dark magic & voodoo



Mariachi



Characters (The dark side)

Lady of the Shadows (Death – La santa muerte!)

First form



Final form



Characters (The dark side)

Monsters:

Shadow Fighter



Shadow Occultist



Skelet-omb!



Tech, Tools & Chimichangas

Tech

We are going to code our own Engine using C++, C, C#, OpenGL, etc. Also, artists are going to do the concept art, models, retopology, sculpt, textures, rigging, skinning, animations, etc.

Tools

Custom Engine, Photoshop, 3dsmax, zbrush, Topogun/3dCoat and Maya, GitHub, HackAndPlan, etc.



Competitors



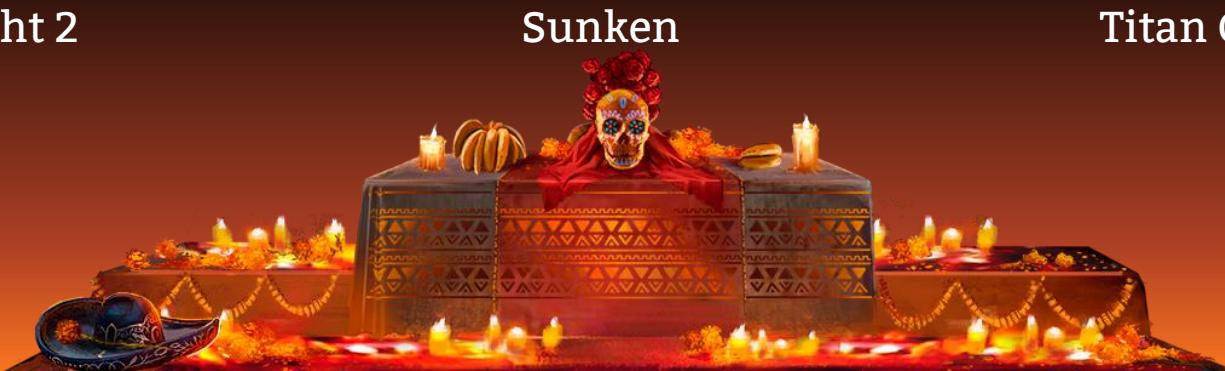
Torchlight 2



Sunken



Titan Quest



New mechanics!

Tac-o-meter!

The revolutionary tac-o-meter will be filled whenever you attack an enemy or ... if you eat some tacos, of course.

Once the tac-o-meter is full, you will unleash the power of your inner god!

Make them fly away with your snake tail sweep or maybe release your inner monkey in a hit rampage.



Spirit threshold

Your dead body is calling for the eternal rest again, but somehow you can manage to stay between worlds for a few seconds.

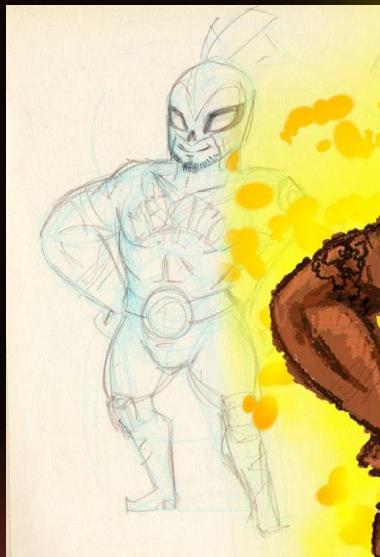
Use this power to your advantage!

Use the threshold to detect ethereal elements that you wont see in the living realm, make your body incorporeal to access forbidden areas or use it in battle to avoid damage...or worse!

Concepts & Sketches



Concepts & Sketches



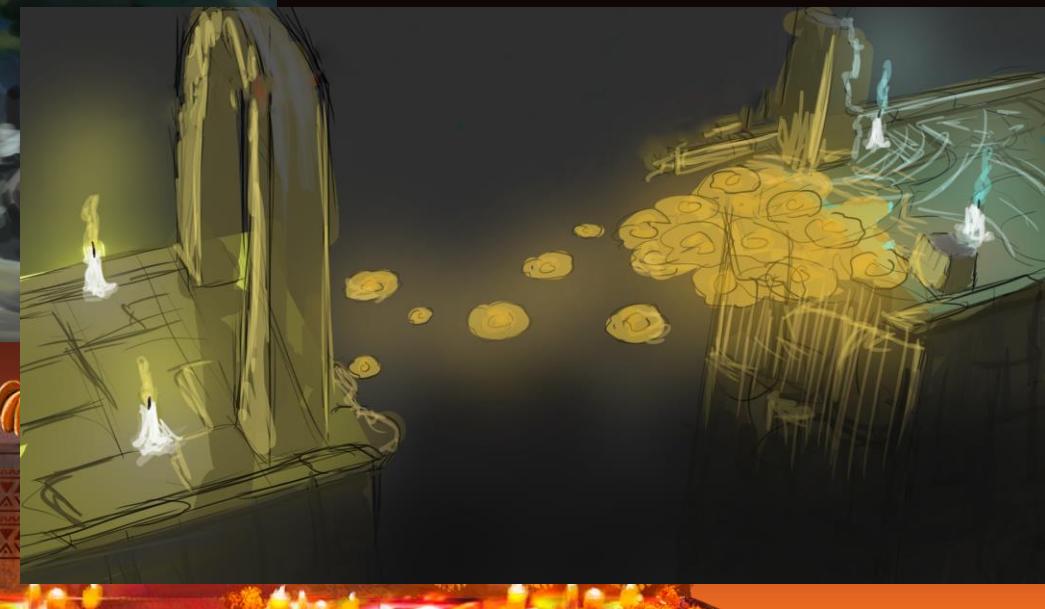
Concepts & Sketches



Concepts & Sketches



Concepts & Sketches



Concepts & Sketches





Thank you
Any questions?

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Vertical Slice - Proposal

What are we aiming to achieve? Functionality by layers

Ambitious goal

Scenario:

Towntorial + Forest + Temple surroundings + Temple

Players:

Choose between 3 different ancestors.

Alternative goal

Scenario:

Towntorial + Small forest + Temple

Players:

Only one ancestor available.

