Who are Hatokuma Games?

Artist and Illustrator

Magnus has over 20 years of experience in the creative industry, holding a BA Hons degree in Graphic Design from England. His passion for game development grew from his daily drawings and creating little worlds within his illustrations. Feeling limited by illustration alone, Magnus sought to place his creations in a world where he could tell stories. This led to the development of a shelved cultist game with beautiful graphics in 2019. Notably, his artwork is appreciated by Tony Hawk, who owns several pieces, and his designs have been featured in Magic: The Gathering. With 14 years in tattooing and 8 years in animation, Magnus brings a wealth of creativity to Hatokuma Games.

His favorite games include titles like Slay the spire, Dead cells, Heartstone, Helldivers 2, Diablo 3 hardcore, World of warcraft, despots game, Moonstone: A Hard Days Knight, Streets of Rage 4 and many many more.

Learn more about Magnus here:
https://www.instagram.com/thedeadpigeon/

Programmer

Björn became interested in game development after trying and failing to find a good game for studying kanji. He learned to code by building a kanji study game for mobile and subsequently earned a degree in software engineering. His favorite games include titles such as Zelda: Ocarina of Time, Final Fantasy VI, and Baldur's Gate II.

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Two Swedish fellows who met while studying in Japan in 2009.
Started making games together in 2019

Magnus Jansson - Artist and Illustrator
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Björn Eriksson - Programmer
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Magnus Jansson – Visuals and concept

Björn Eriksson – Programmer

What do we need to make The Game

Budget breakdown

Monthly burn rate (salaries, rent, software, administration, etc.) = $7,000
Additional expenses (GameMusic, SoundEffects, Equipment, etc.) = $8,000

With an estimated development time of 6 months this gives a total budget of
(6 * $7,000) + $8,000 = $50,000