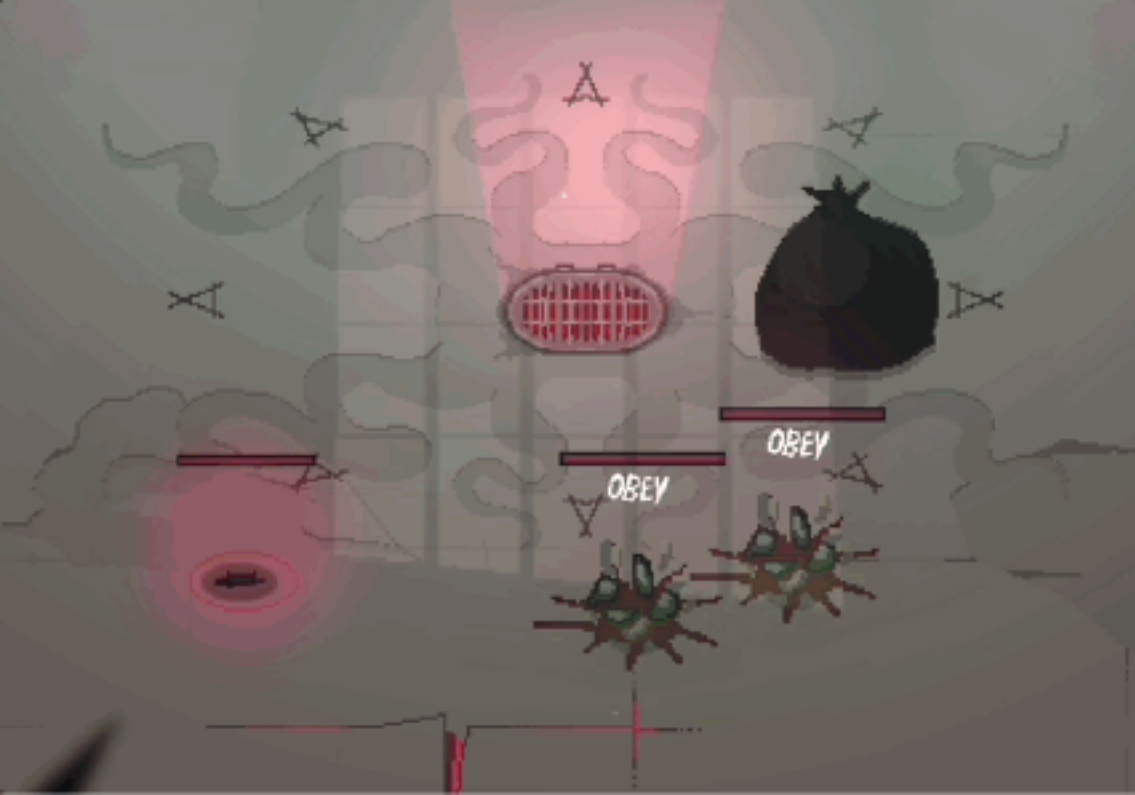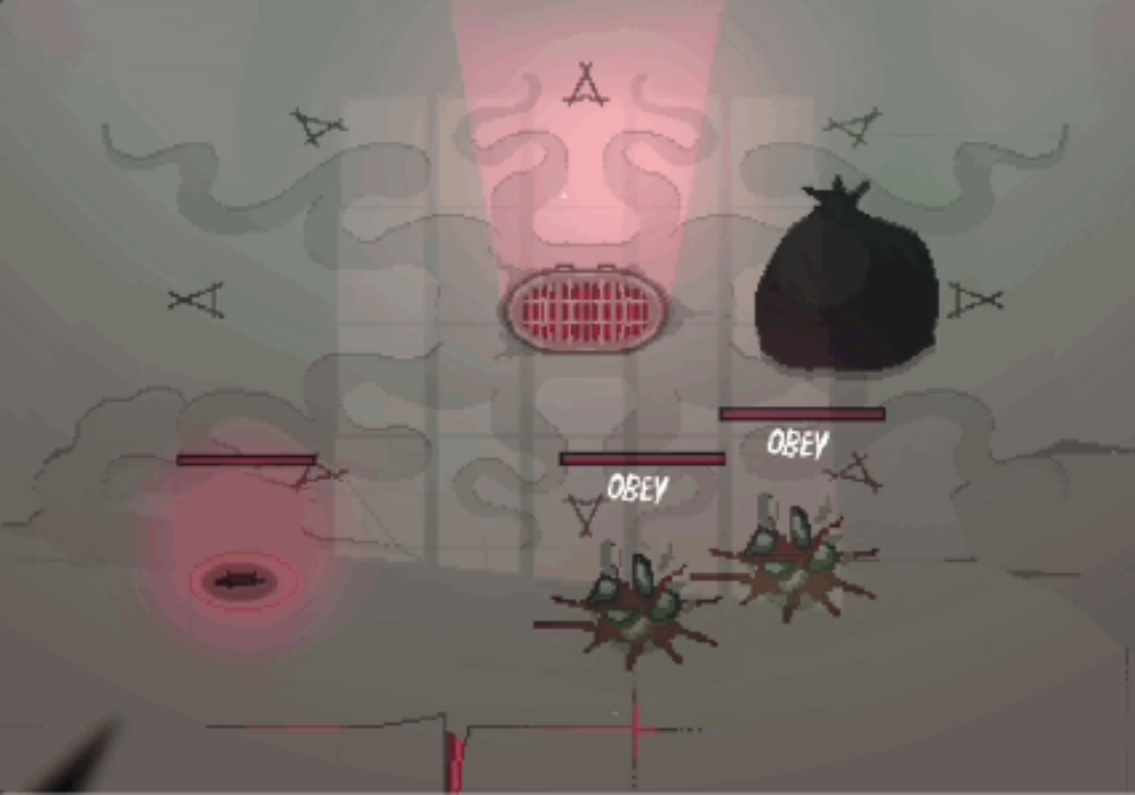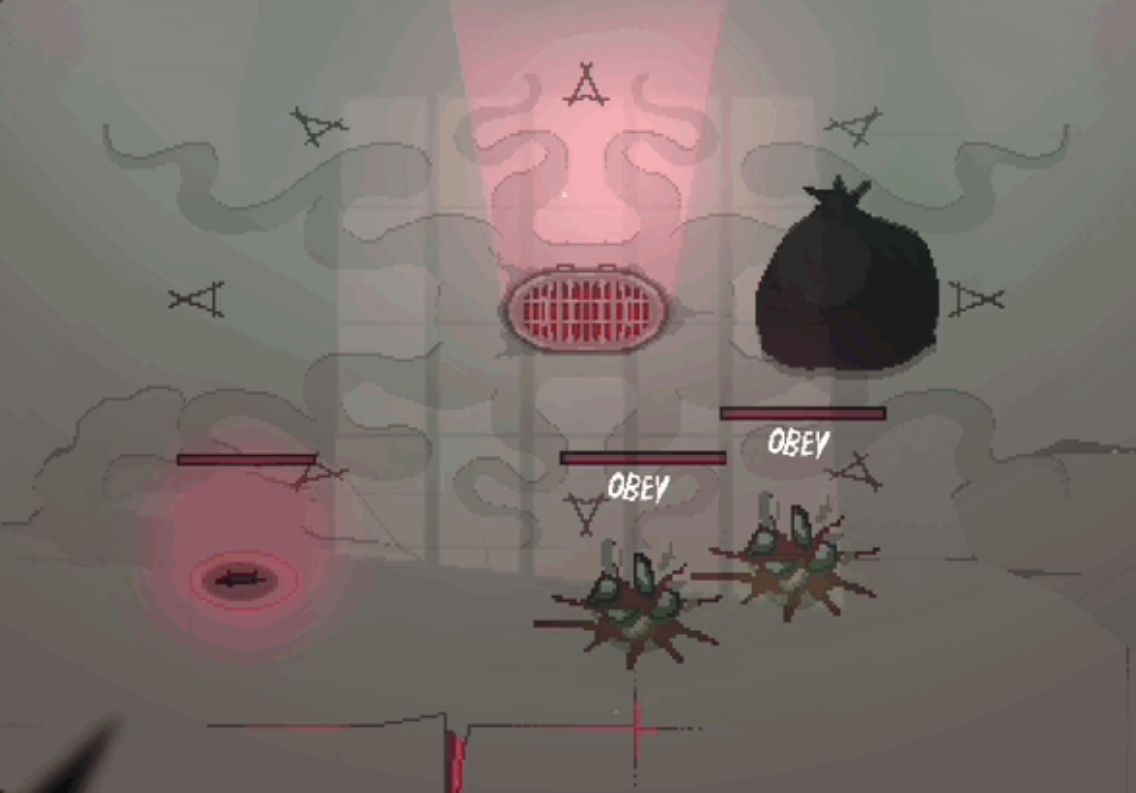# Why are we making Kaisa: Resurrection

We're making "Kaisa: Resurrection" because we love being creative and having fun. The game has a silly premise where you fight in a room but can't make too much noise, or something will come to check, and you'll have to hide. It's all about creating an enjoyable and unique experience for players.

The mood and inspiration of the game lean into the aesthetics and themes of **80s-90s B horror movies,** incorporating the campy, eerie vibe that defines this genre. This influence is reflected in the game's visual and auditory design, aiming to evoke nostalgia while providing a fresh twist on classic horror elements.
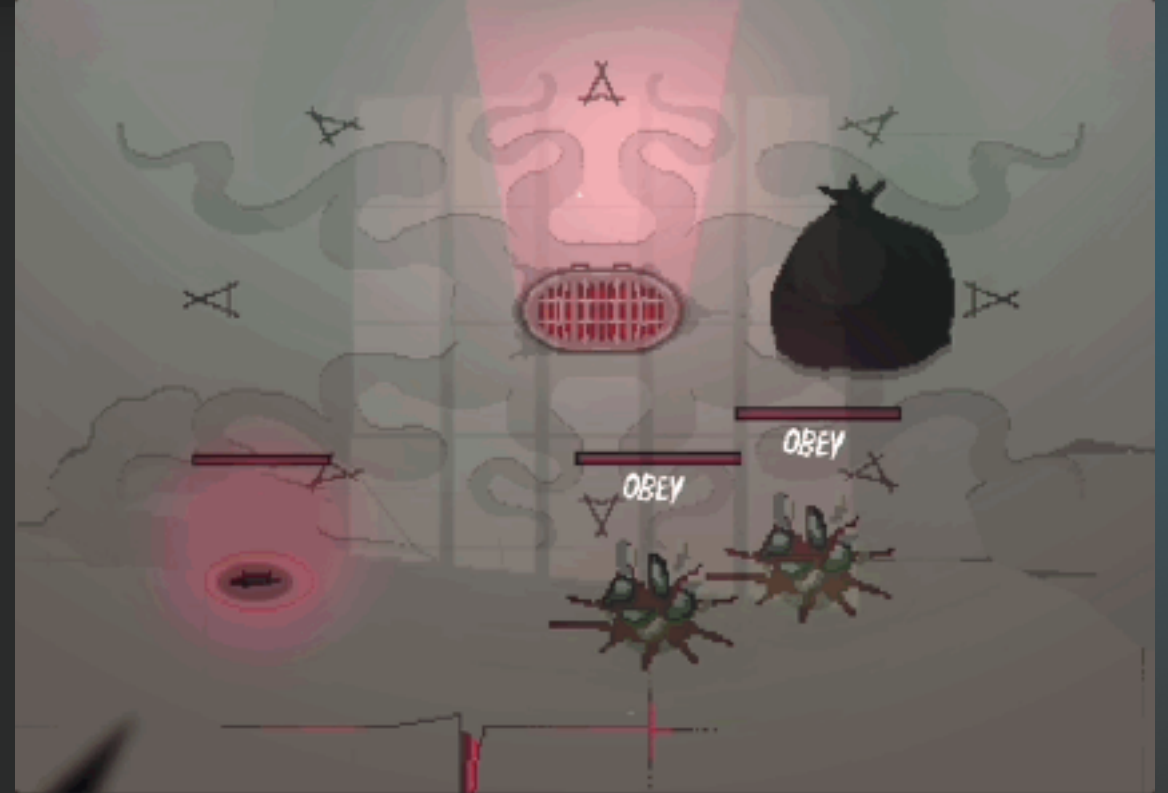
OBEY

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Zombie bunnies because why not.

Who are Hatokuma Games?

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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
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/

Björn Eriksson - 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.

Magnus Jansson – Visuals and concept

Björn Eriksson – Programmer