



Where your dreams become video games

Team Integrators



Pau Motta - Designer



Ignasi Pardo - Lead



Marc Ruiz - Designer



Isaac Colomer - Artist



Isaac Digón - Programmer



Oriol Valverde - Artist

CARONTE MANDATE

Caronte Mandate



Credits to LimeZu for the
incredible Asset Pack!



Action 1	Action 3	Action 5
Action 2	Action 4	Action 6



Game Pillars

STORY DRIVEN GAME



***MAKE THE NARRATIVE
INTERESTING TO KEEP
THE PLAYER ENGAGED***



NOT CONFUSING



***BE A KEY FACTOR FOR
THE GAME***

TURN BASED MECHANICS



***INNOVATE WITH SOME
NEW TURN BASED RPG
MECHANICS***



***MAKE THE COMBAT
ENJOYABLE AND
JUSTIFIABLE FOR
THE STORY***



***THINK ABOUT AN
STRATEGY***

WORLD EXPLORATION



***MAKE THE PLAYER
FEEL HE IS IN THE
WORLD***



***REWARD HIM FOR
EXPLORATION***



***UNLOCK SECRET
ROOMS AND SIDE
CONTENT***

Milestones Calendar

Sprint Calendar														
Núm.	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Start Date	01/03/2021	08/03/2021	15/03/2021	22/03/2021	29/03/2021	05/04/2021	12/04/2021	19/04/2021	26/04/2021	03/05/2021	10/05/2021	17/05/2021	24/05/2021	31/05/2021
Finish Date	07/03/2021	14/03/2021	21/03/2021	28/03/2021	04/04/2021	11/04/2021	18/04/2021	25/04/2021	02/05/2021	09/05/2021	16/05/2021	23/05/2021	30/05/2021	03/06/2021
Duration (Days)	7	7	7	7	7	7	7	7	7	7	7	7	7	4
TODO	- Game Concept Planning	Wiki Deliverance: - Welcome Page - GDD - TDD - GUIDD - Audio Bible - Art Bible - Production Plan - QA Plan	- Win/Lose Condition - HUD Style - Render Text and Blit Textures - Sprite Ordering and Animation Module	- Font Module - Screens (Main/Pause/Battle/Cr edits) - HUD (Base in-game/Game core pillars) - Assets (Characters/Enemies/Map)	- Map rendering - Orthogonal mouse detection - Entity Manager and Pathfinding	- Battle Balancing - Animations - Effects and Particles Assets - Audio Module - Spatial Audio	Vertical Slice Deliverance and Release - Useful week for any objective Delay, Testing and Debugging - Profiling	- Particle System - Dialog System and HUD - Scene Manager - Camera Follow and Transitions	- Fog of War - Finish Walkable Map - Polish Animations	- Video Player - Cutscene Manager - Finish Audio Module	Alpha Deliverance and Release - Useful week for any objective Delay, Testing and Debugging - Prototype Playtesting Sessions	- Polish/Bug fixing	- Playtesting Sessions	Gold Deliverance and Release - Useful week for any objective Delay Testing and Debugging

- 3 big Milestones → Vertical Slice / Alpha / Gold
- 13 weeks and 4 days since March 1st.
- Several "Sprint" weeks before the deliverance of every big Milestone.
- Weekly Releases with Testing Periods.

How the team will invest the money?



How the team will invest the money?



60%
Marketing



40%
Development

How the team will invest the money?

Vertical Slice:

< ½

Engine Development.

Core Systems.

Maps and HUD's.

Alpha:

Delays.

Secondary Systems.

Polishing and Balancing.

Gold:

Playtesting.

General Fixing.



Thank you! Hope you like it!



Follow the development on GitHub!
Also check the [Releases Section](#) every week!