

Nokizaru

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*Nguyen Nhat Anh / Joseph Brown / Matthew Hough
Ryan Maher / Anthony Sangrigoli / Shane Sibert*

Development Team

- Programmers: Nguyen Nhat Anh, Anthony Sangrigoli
- Visual Designer / Artist: Ryan Maher
- Sound Designer / Composer: Shane Sibert
- Level Designer: Matthew Hough
- Game Designer: Joseph Brown
- Production: Joseph Brown, Matthew Hough



Target Release

Genre: Action/Adventure, Metroidvania

Audience: The Casual and Core players that enjoyed Metroid / Castlevania style games.

Target ESRB Rating: E10+

Platforms: PC, Mac, Linux, and Mobile (potentially)




Gameplay

- “Metroidvania” style of play.
- Expansive maps, made up of connected rooms and corridors filled with different enemy types.
- Players will have to explore and defeat bosses to earn powerful upgrades.
- Players will find new secrets and paths in areas previously visited, allowing for a game world that grows with the player.



Abilities

- A lightning-fast sword that gets stronger as you acquire upgrades.
- Fireballs to give you a ranged attack and break down barriers in your way.
- Wall jump, breathing underwater, and running at unnatural speeds  are upgrades that allow you to move faster and get to places you couldn't get to before.

Levels

- Several distinct locations including...
 - A once peaceful forest village, now overrun by vicious spiders and other beasts.
 - A flooded fishing town, teeming with aquatic life just as strange as it is hostile.
 - The sacred palace, whose inhabitants have been forcibly replaced by vengeful spirits and demons.
 - The mountain, and the snowy, rock-covered summit that has become the source of this calamity.

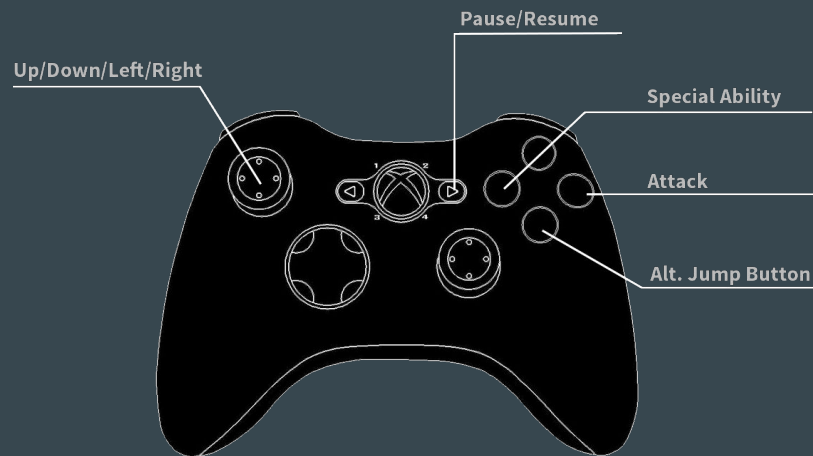
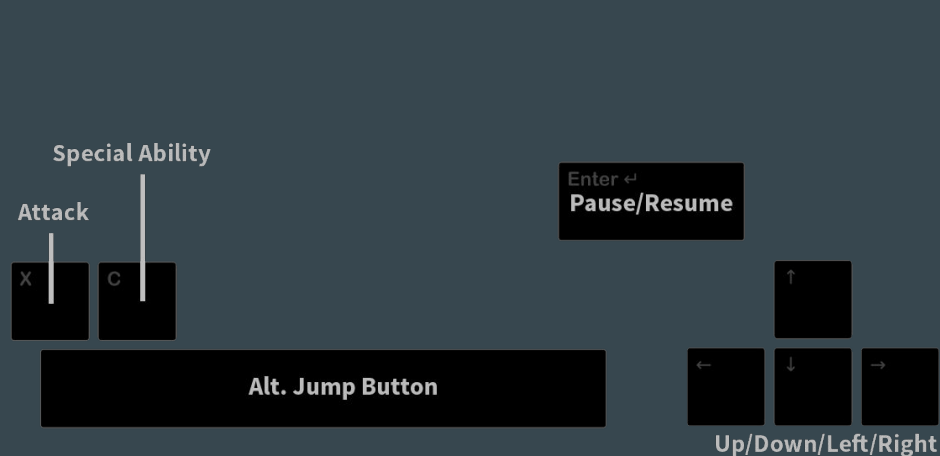


Controls

Simple Controls:

Movement Axes, Attack Button, Special Ability Button, and Pause Button

Allows for possibility of mobile port.



Inspirations

- Metroid Fusion (GBA)
 - Pacing, art style, and narrative told without text
- Cave Story (PC Freeware)
 - Level design
- Mark of the Ninja (PC)
 - For theme and sound design



Further Resources

- Estimated Time Until Completed Title: 12 weeks
 - Allows for further development of art assets, levels, enemies, music, and abilities.
- Additional team members, including another artist / animator, another programmer, and another level designer
 - This will facilitate work to be completed faster and at a higher level of quality



Thank you!

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