

3D LOW POLY STYLIZED RPG

Aquen: Last Hope

A Cute Fantasy Adventure

A free-to-play isometric Story-driven RPG where players embody a Water Slime destined to become the True Spirit King by mastering flexible skill combinations and adaptive combat challenges.

Genre

Story-driven RPG

Platform

Mobile

Age

8+

Heroic Slime

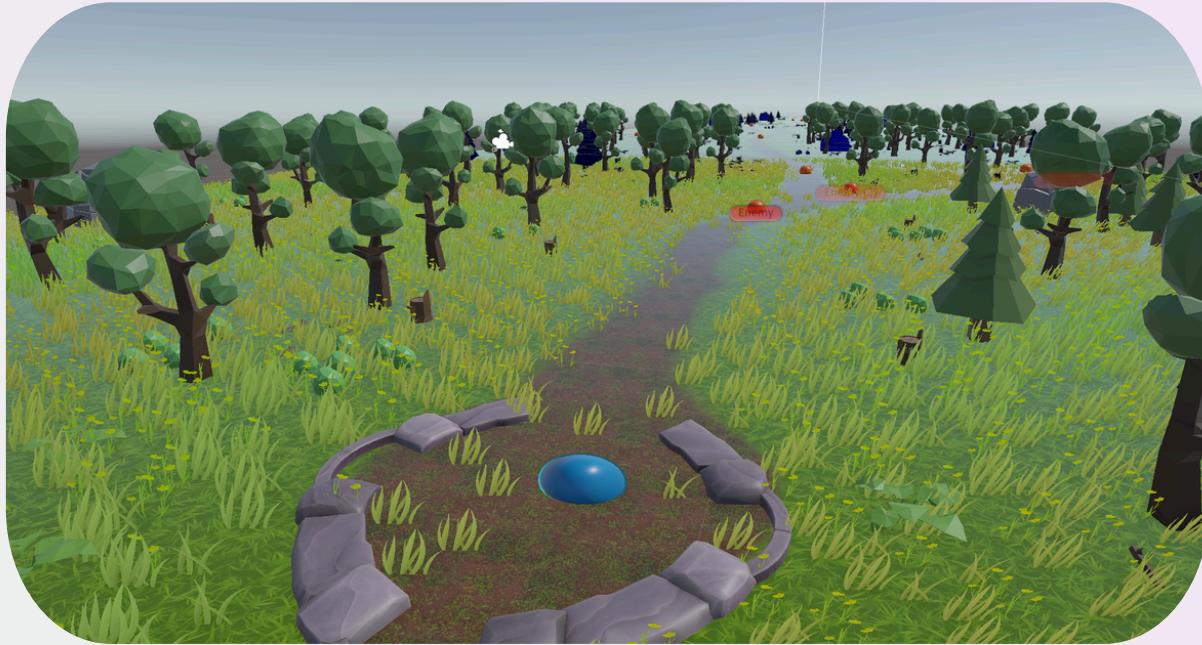
Elemental Powers

Evolution System



SPECIAL FEATURES

Elemental Combat System



Evolution Mechanics

Grow from tiny slime to legendary hero through strategic upgrades and mastery



Customization

Personalize your slime with unique ability combinations



Boss Battles

Epic encounters with powerful elemental spirits



Replayability

Secret areas and New Game+ modes for endless adventure



Progression

Levels, skill trees, characteristic upgrades



Loot System

Collect slime cores, consumables, and discover legendary artifacts

DESCRIPTION 3C



CHARACTER

Abilities & Evolution

Slime characteristics

Combat with plenty of abilities, unlock new ways to progress, and puzzle-solving



Water Manipulation

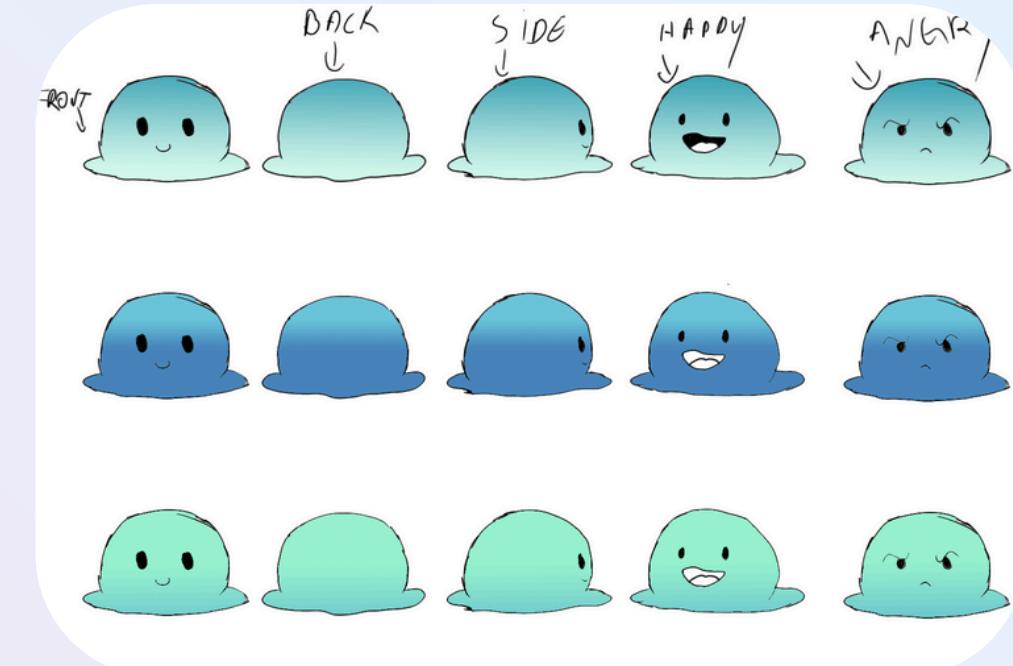
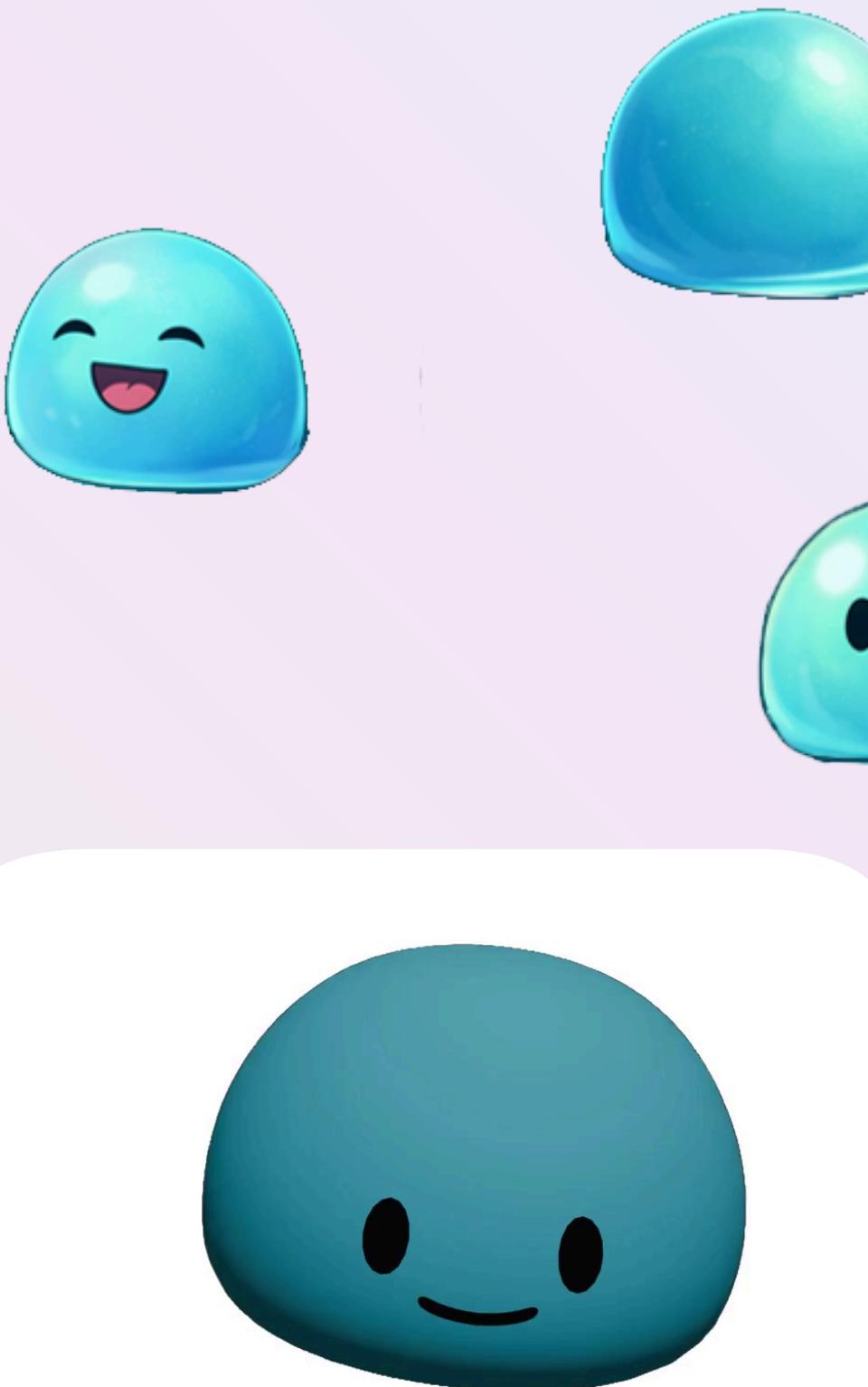
Create shields, attacks and healing



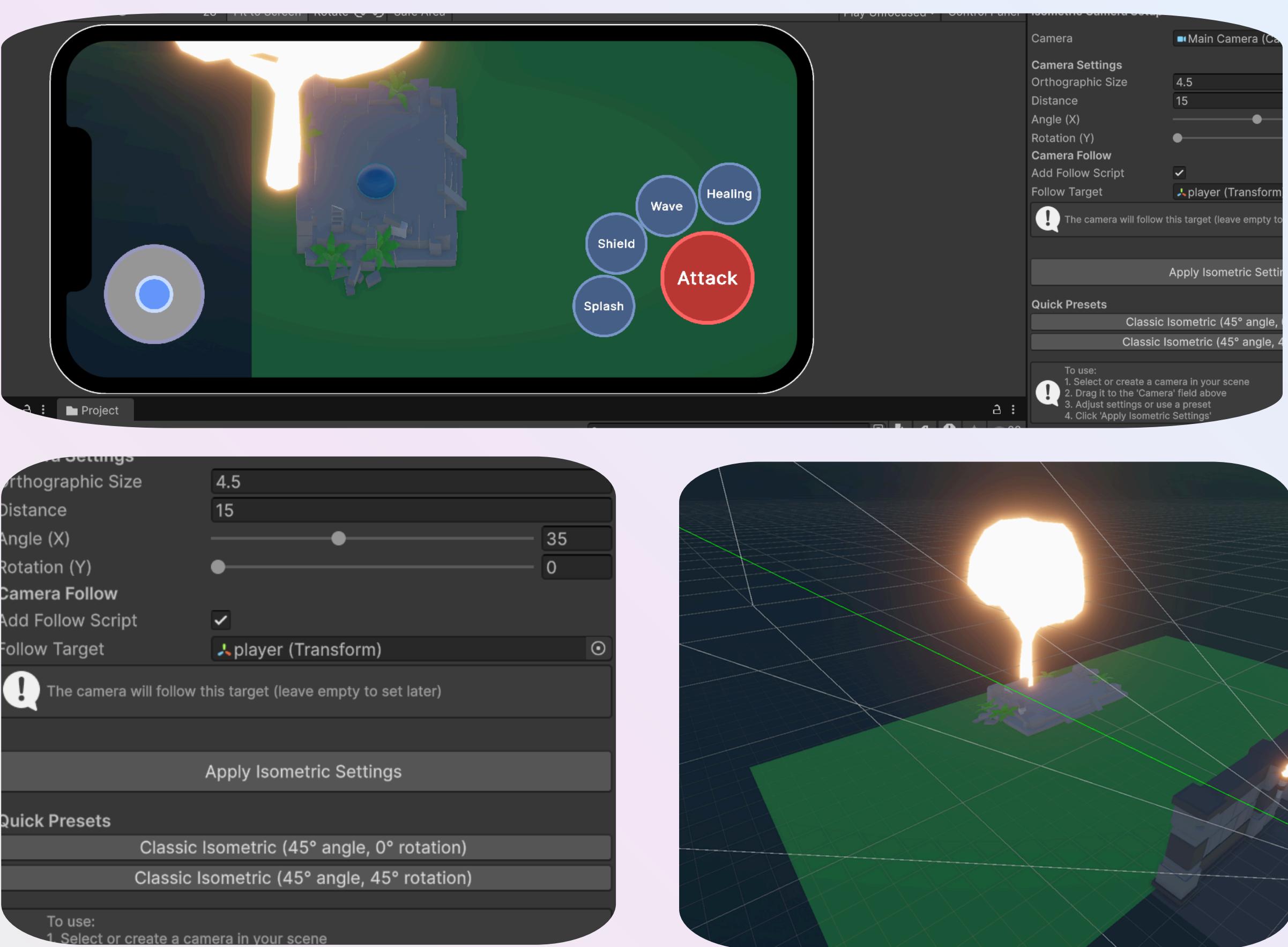
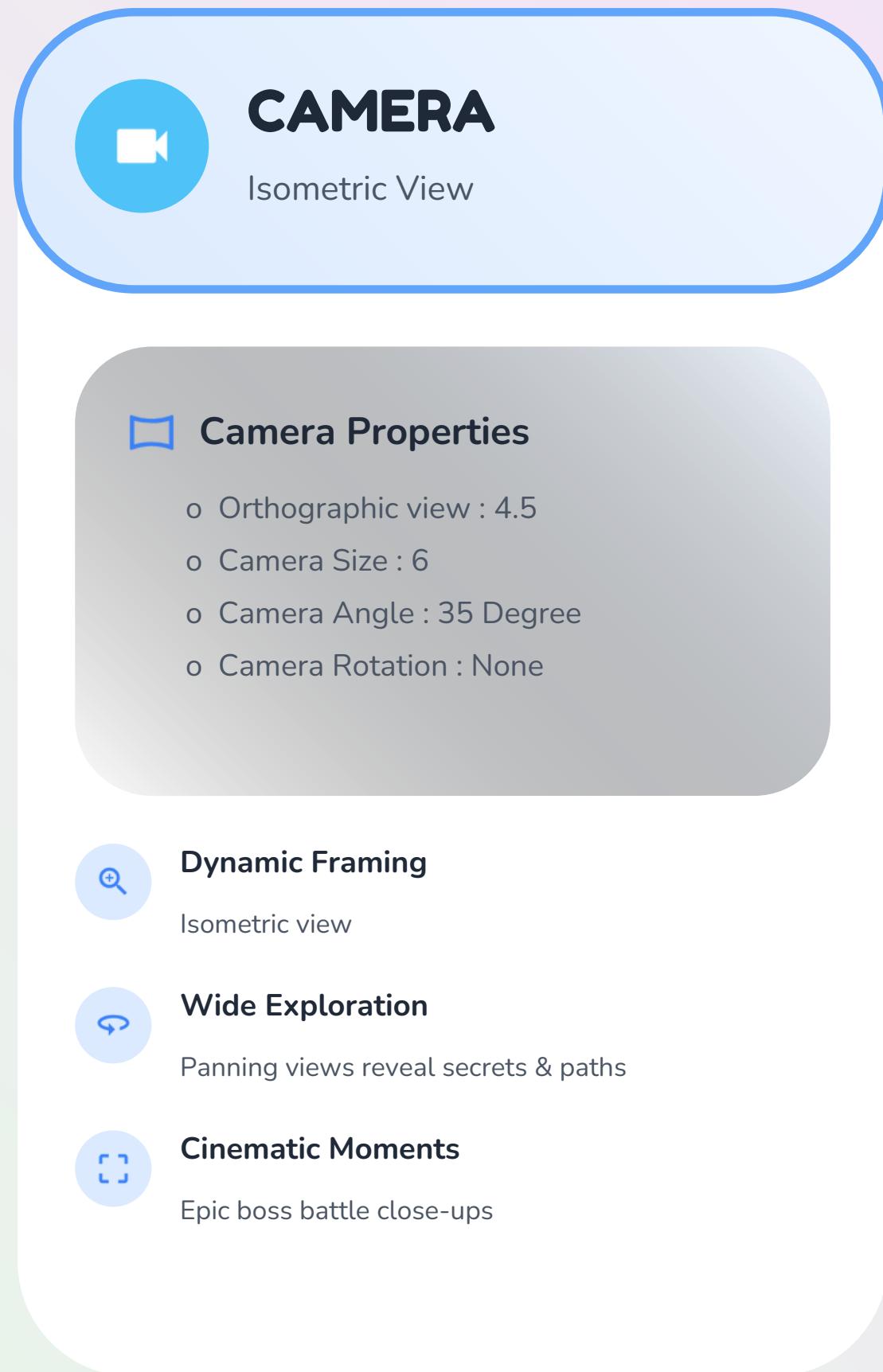
Solve puzzles

Elemental Evolution

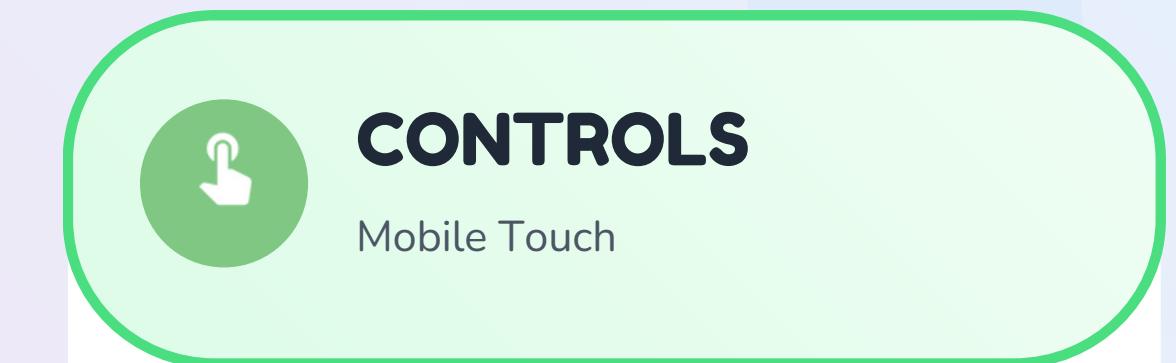
Master all 4 elements



DESCRIPTION 3C



DESCRIPTION 3C



CONTROLS

Mobile Touch

Intuitive Interface

Simple tap and swipe gestures provide accessible, responsive gameplay

Tap to Act

Single tap for attacks & jumps

Swipe to Move

Directional gestures for movement

Hold & Charge

Charged attacks & abilities

USP & CONCEPTION



Core Concept

Heroic Slime

The game offers a unique difficulty curve where the level of enemies in a cleared stage remains frozen to show growth, while new stages adapt dynamically to the player's current strength, ensuring a challenging "livid experience" every time.



Evolving from humble beginnings to legendary status



Elemental Powers

Water, Thunder, Earth, Wind



Evolution System

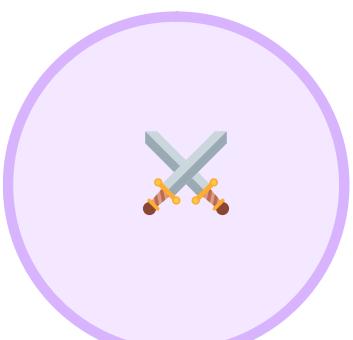
Grow stronger with each victory



Slime's Journey



Beginner



Adventurer



Legend



Discover Elemental Powers



Unlock Evolution Forms



Become the spirit king

GAME LOOP



WIN & LOSE CONDITION



VICTORY

Triumph Awaits



Defeat All Enemies

Clear the stage (Outpost or Stronghold)



Complete Story

Follow the heroic journey from beginning to end



Liberate The Spirit Guardians

Overcome elemental guardians and spirits



RETRY FLOW

Never Give Up



Quick Respawn

Return to the nearest checkpoint instantly



Learn & Adapt

Analyze mistakes and improve strategies

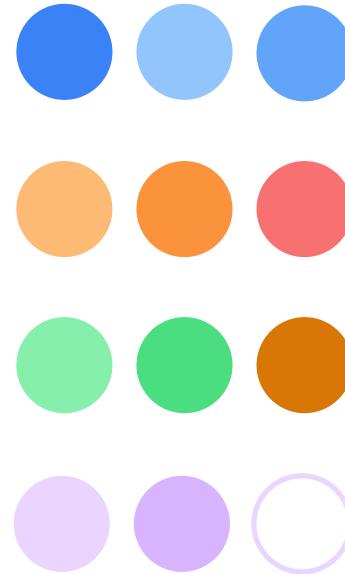


Progressive Difficulty

Challenges scale with player progress

ART DIRECTION

Palette Colors



Font

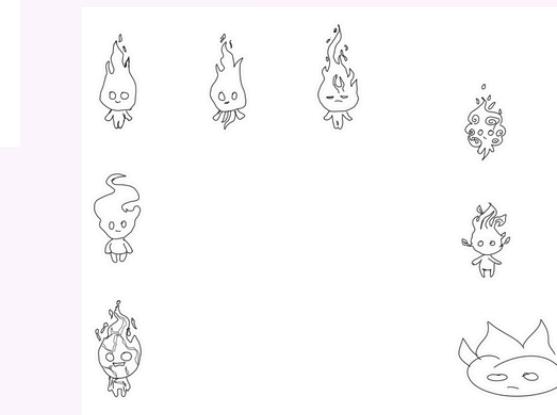
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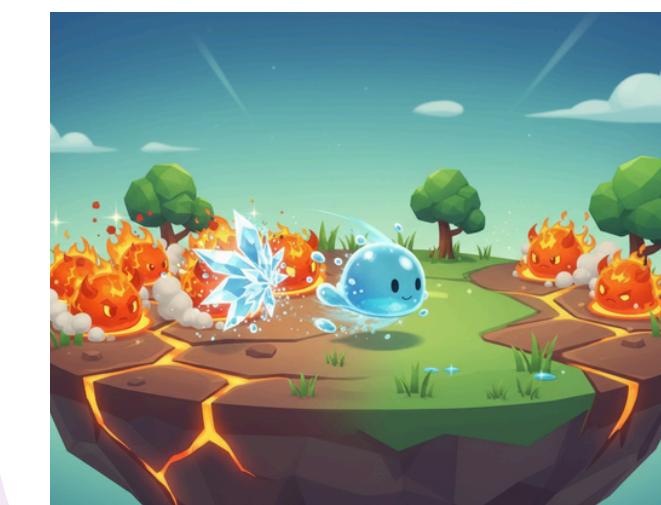
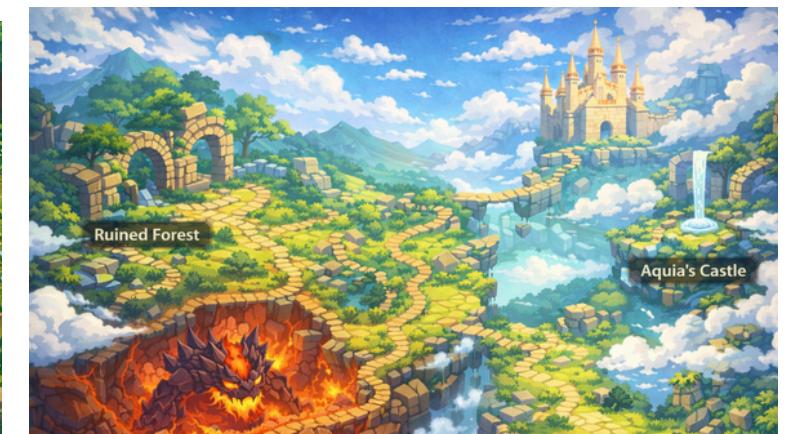
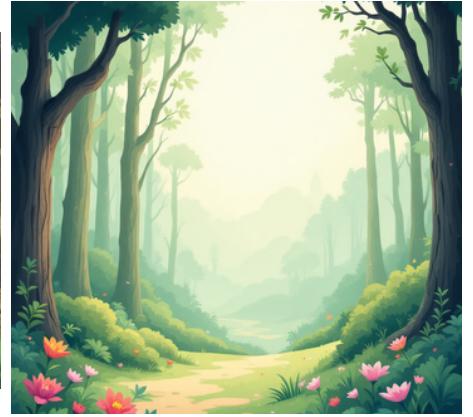
UI



Visual Identity



Environment Concepts



MOODBOARD



Level Design

- **Structure:**

Outposts: Standard stages focused on fighting and exploration.

Strongholds: Key locations containing bosses, puzzles, and Spirit Guardians.

- **Themes:**

Levels correspond to the elemental kingdom they are located in (Water, Fire, Thunder, Earth, Wind).

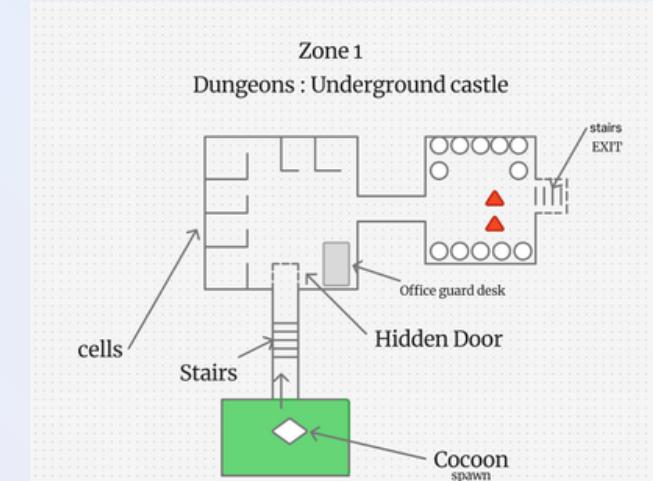
- **Progression:**

Tutorial: Introduces functions and nudges the player with small requirements.

Exploration: Players are free to roam, fight, or escape enemies, and look for hidden easter eggs.

- **Story Integration:**

Strongholds and Outposts contain puzzles that unveil parts of the prophecy.



MUSIC AND SOUND DIRECTION

ENVIRONMENTAL SOUND



Airy Woodwinds
(Forests)



Crystalline Mallets
(Caves)



Bold Strings
(Boss Gates)



AMBIENT SOUND



Dripping Water
(Ambience)



Hero Slime
(Rubbery Squeaks,
Joyful Splashes)



Crackling Fire
(Ambience)



Enemy Slimes
(Roar with Ember Pops)

ADAPTIVE MIX



CALM
(EXPLORATION)

Exploration Tone

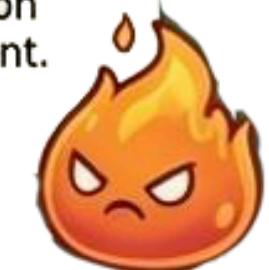
After
Encounter



COMBAT
(TENSE)

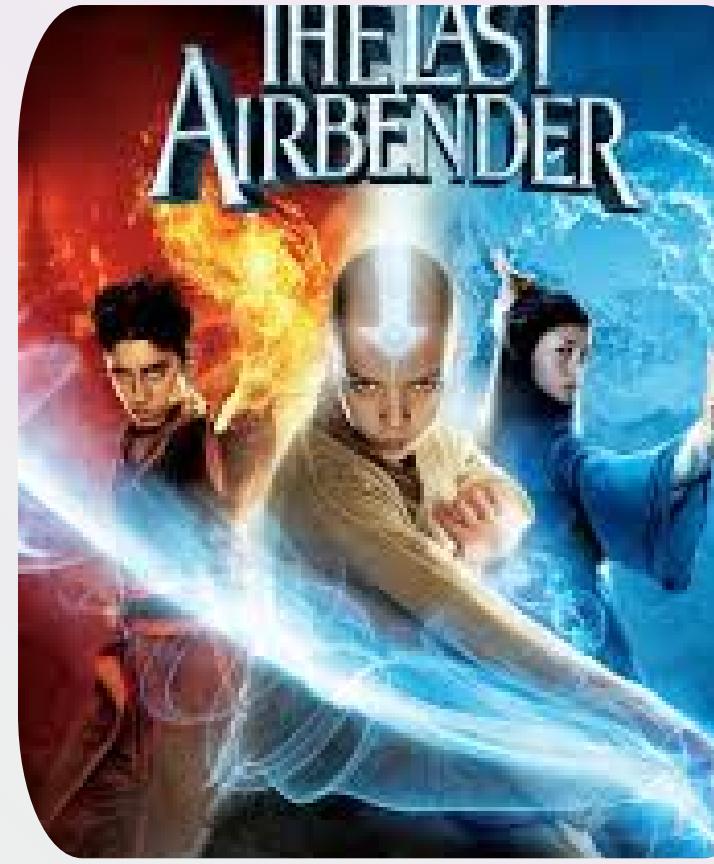
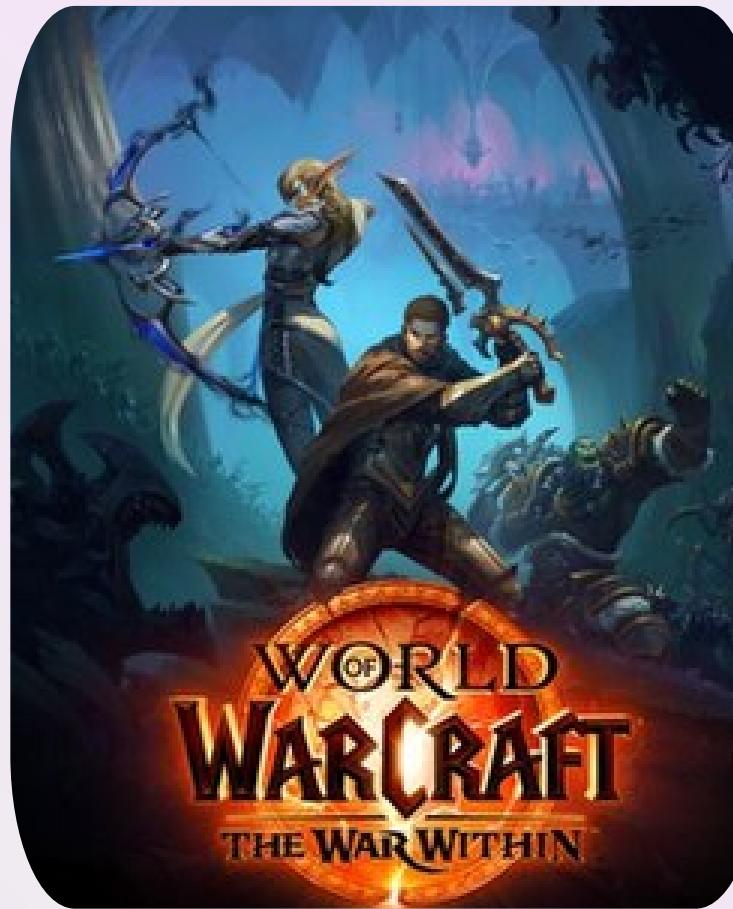
Intense Combat Music

Adaptive mix shifts from calm to combat on encounter trigger, maintaining engagement.



Encounter
Trigger

REFERENCES



DEVELOPMENT TOOLS



Unity

Game Engine



Blender

3D Asset Creation



Aseprite

Loading animation



Photoshop

Sketching



Figma

UI/UX Design



GITHUB



CHATGPT

DEVELOPMENT PLAN

1

Concept Phase

4-6 Days

- ✓ Game design document
- ✓ Core mechanics prototyping
- ✓ Art style research
- ✓ Team structure definition

2

Pre-production

8-10 Days

- ✓ Asset pipeline setup
- ✓ Level design blueprint
- ✓ UI/UX wireframes
- ✓ Technical feasibility study

3

Production

12-16 Days

- ✓ Core features implementation
- ✓ Content creation pipeline
- ✓ Enemy AI & behaviors
- ✓ Boss battle design

4

Polish

6-8 Days

- ✓ Bug fixing & optimization
- ✓ Audio integration & tuning
- ✓ Performance optimization
- ✓ Final balancing



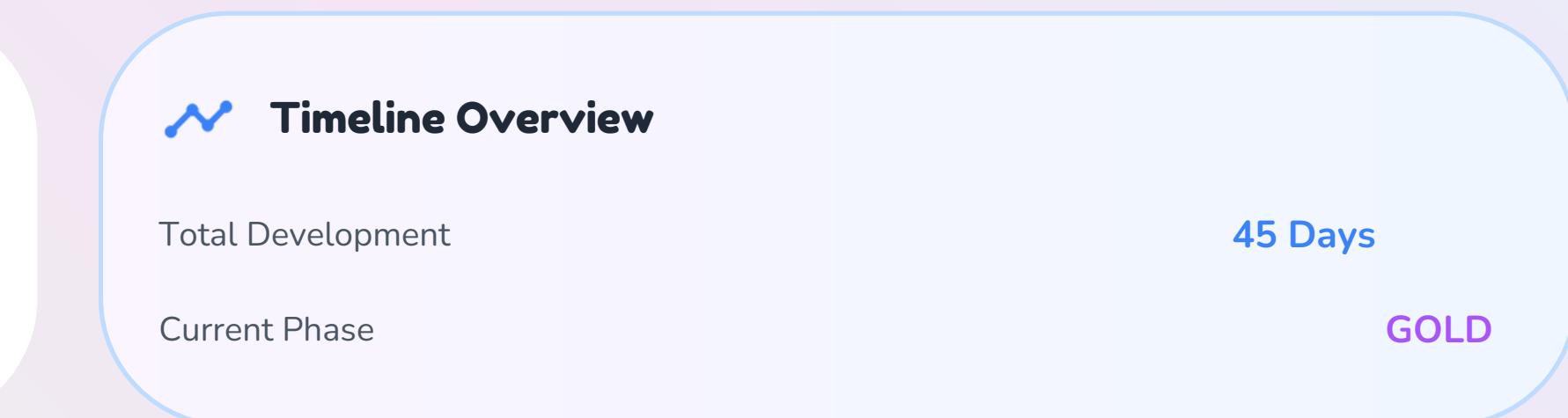
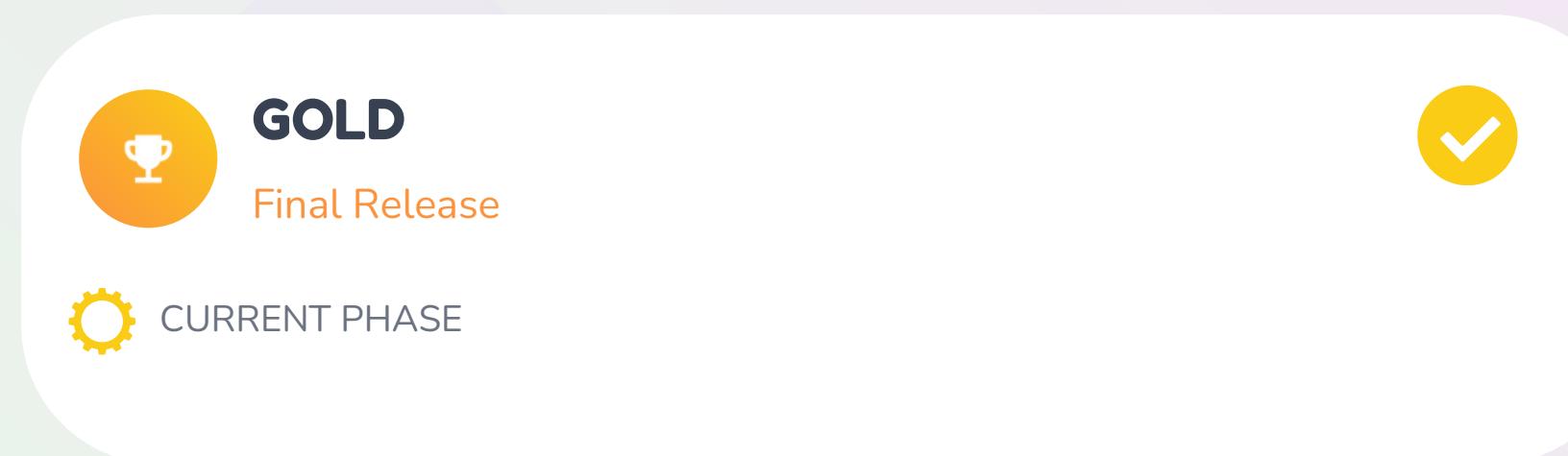
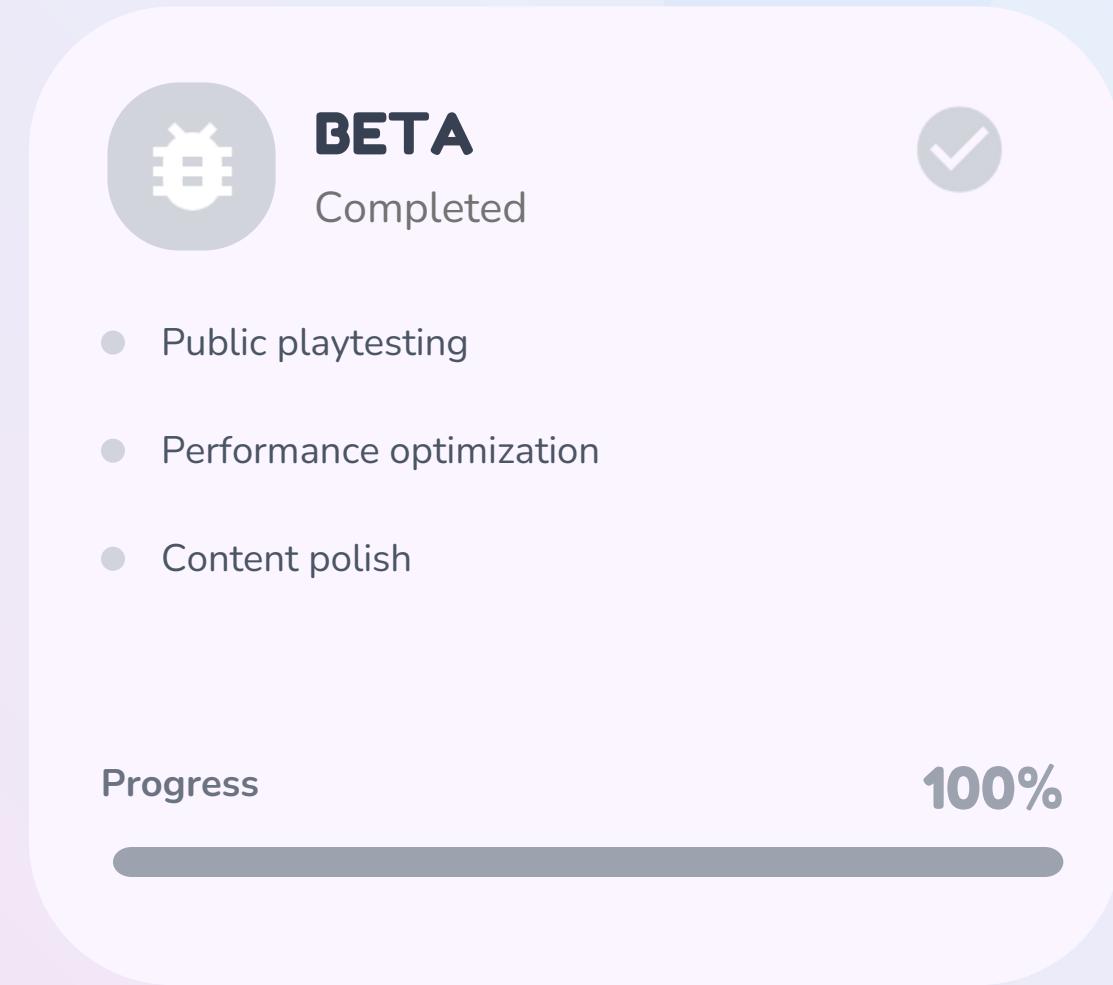
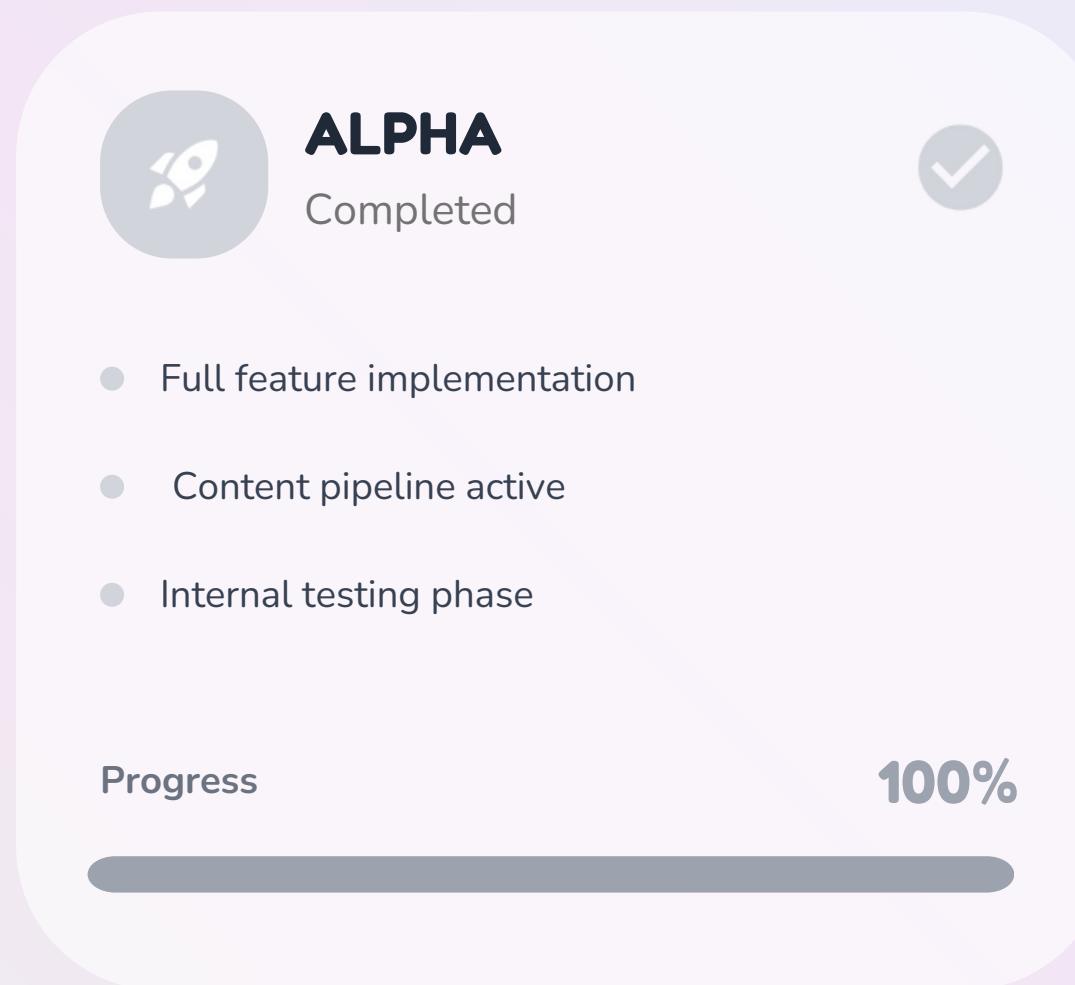
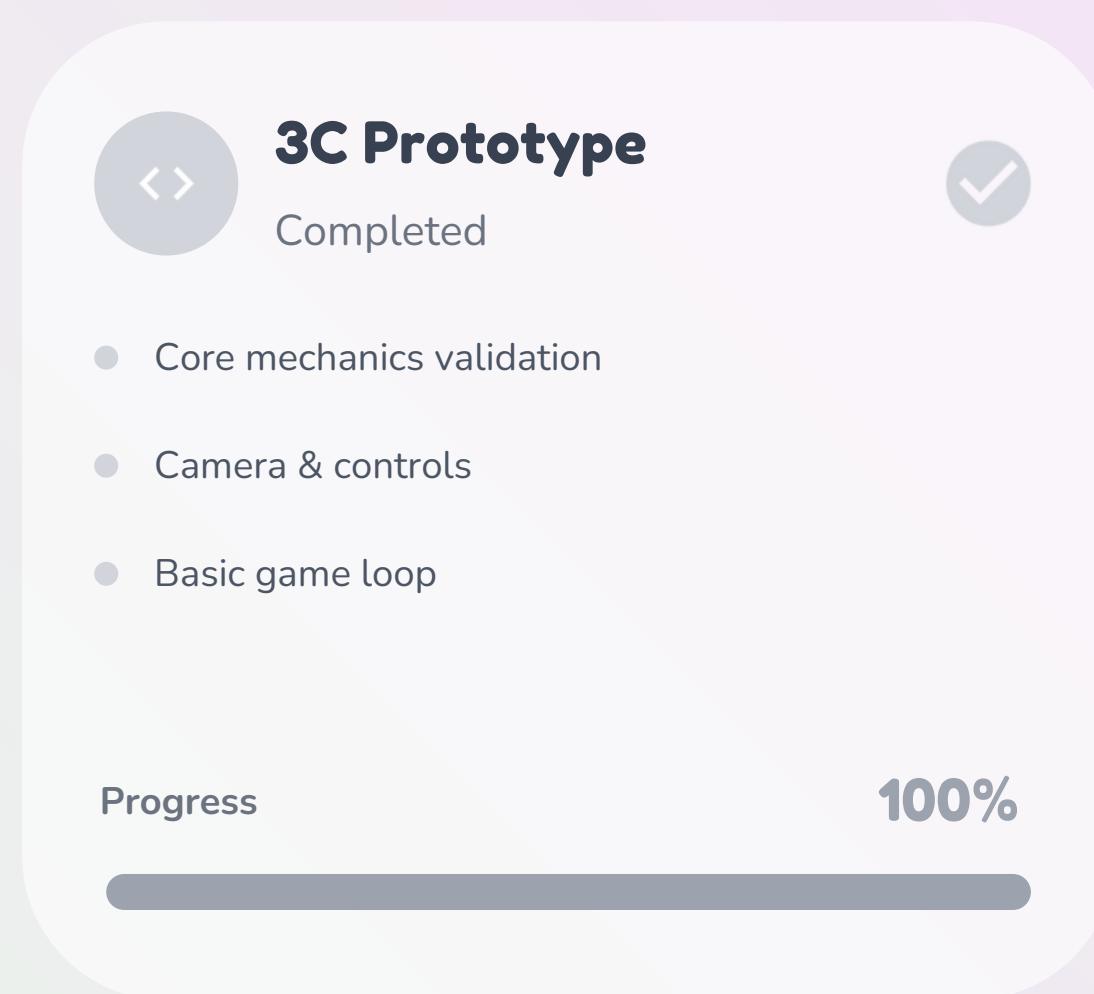
Key Milestones

Vertical slice complete • Alpha build • Beta testing • Gold build

ROADMAP

ALPHA → BETA → GOLD

CURRENT STAGE



GLOBAL RISK & SOLUTION



Technical Risks

⚠️ Performance Optimization

Targeting 60FPS on mid-range devices

⚠️ Device Compatibility

Testing across 5+ device tiers

⚠️ Memory Management

Optimizing asset loading



Time & Scope

⚠️ Deadline Pressure

45 days aggressive timeline

⚠️ Feature Creep

Managing scope additions

⚠️ Resource Allocation

Balancing team workload



Solutions

✓ Modular Development

Independent feature modules

✓ Agile Methodology

2-week sprints, daily standups

✓ Iterative Testing

Continuous QA feedback loop



Risk Mitigation Strategy

Proactive identification • Regular review meetings



PROACTIVE APPROACH

THE TEAM



Farouk MOUNTASSER - Game Designer / VFX

Game idea • VFX • Team management



Ismail MAAJI - Artist

Concept • Visuals • Style • Environment • UI • Database Architecture



Mohamed Moncef EL ATLASSY - Tech Lead

Logic • Systems • Optimization • UX



Mohamed Alaoui - Artist

Animation • Timeline • Characters 3D Models



Imadeddine Salama - Level Design / Storytelling

World map • Story • Sounds



Collaborative Development

Cross-disciplinary team working together to create magical experiences

