

The title card features a central text area with a white background. Above the text is a large, stylized orange and red meteor with a red trail, surrounded by several smaller yellow and orange flame-like shapes. Below the text are two dark grey, jagged mountain peaks with red lava flowing down their sides. The foreground consists of a dark brown, rocky ground with several grey stones. The text is written in a bold, brown, serif font with a slight shadow effect.

# *Project Mandragora Looter RPG*



# Mandragora

 **Genre:** Looter, Role Play, Story

 **Platform:** Mobile, PC

 **Rating:** Everyone (E)

 **Targeting:** Casual & Story Players

## Description :

Incarnate the last descendant of the water spirit queen, years after the fall of the water Kingdom.

Fight against the corrupted fire soldiers and free the spirit guardians of the Wind, Earth and Thunder restoring the lands.

Defeat the corrupted fire soldiers and become “The true spirit king” with the help of the spirit guardians you free.

Restore the lands and finally cleanse the corrupted fire spirit king.

## Core Gameplay :

- Explore : Move around the outpost levels
- Fight : Defeat the corrupted fire soldiers using your weapon and skills
- Loot : Collect resources and weapons from your enemies
- Progress : Free the imprisoned spirit guardians and gain new skills.

# *The Team*

**Mohammed Alaoui : 3D Game Artist**

**Ismail Maaji : 3D Game Artist & UI/UX**

**Mohamed Moncef El Atlassy : GameDev lead**

**Imad Eddine Salama : Story & Level design**

**Farouk Mountasser : Game design/Dev & Producer**