

3D LOW POLY STYLIZED RPG

# Aquen: Last Hope

A Cute Fantasy Adventure

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

Genre

Action RPG

Platform

Mobile

Age

8+

Heroic Slime

Elemental Powers

Evolution System



# 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

Master Water, Fire, Earth, Wind



#### Evolution System

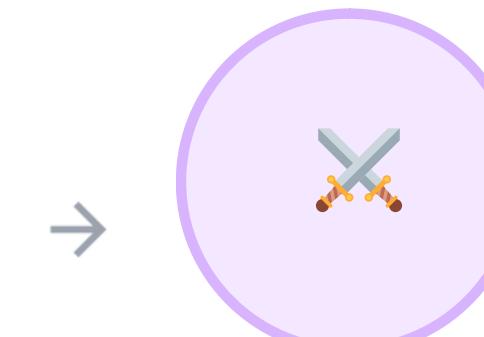
Grow stronger with each victory



### Slime's Journey



Beginner



Adventurer



Legend



Discover Elemental Powers



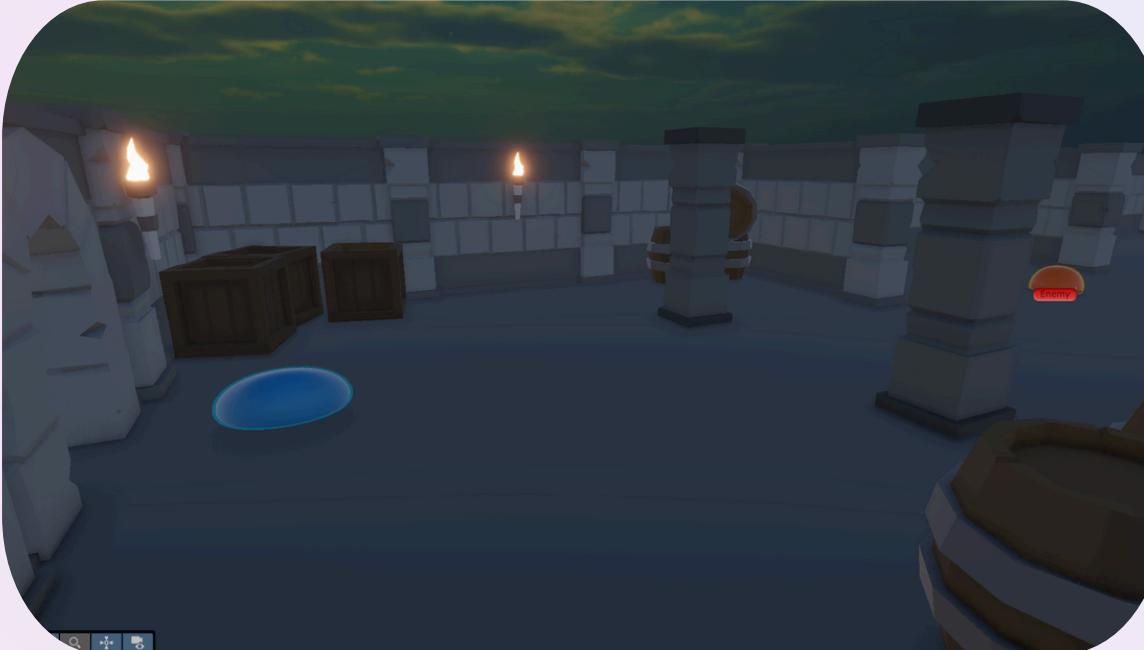
Unlock Evolution Forms



Become the spirit king

# 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

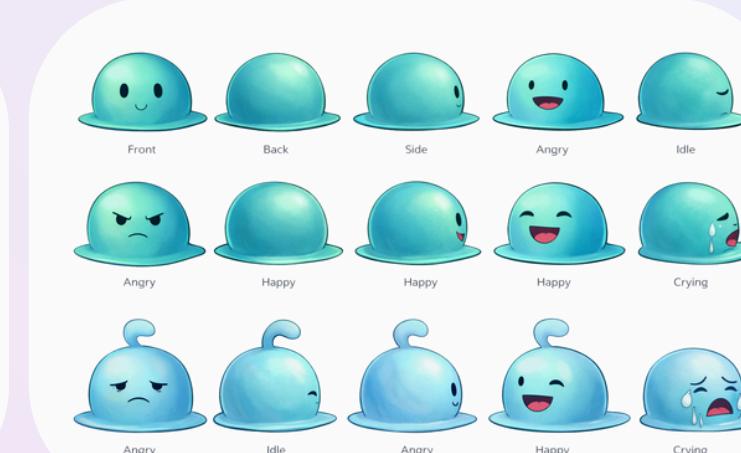
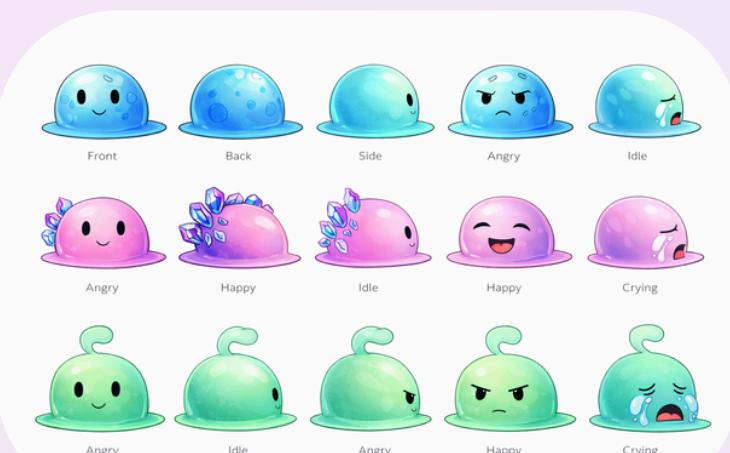
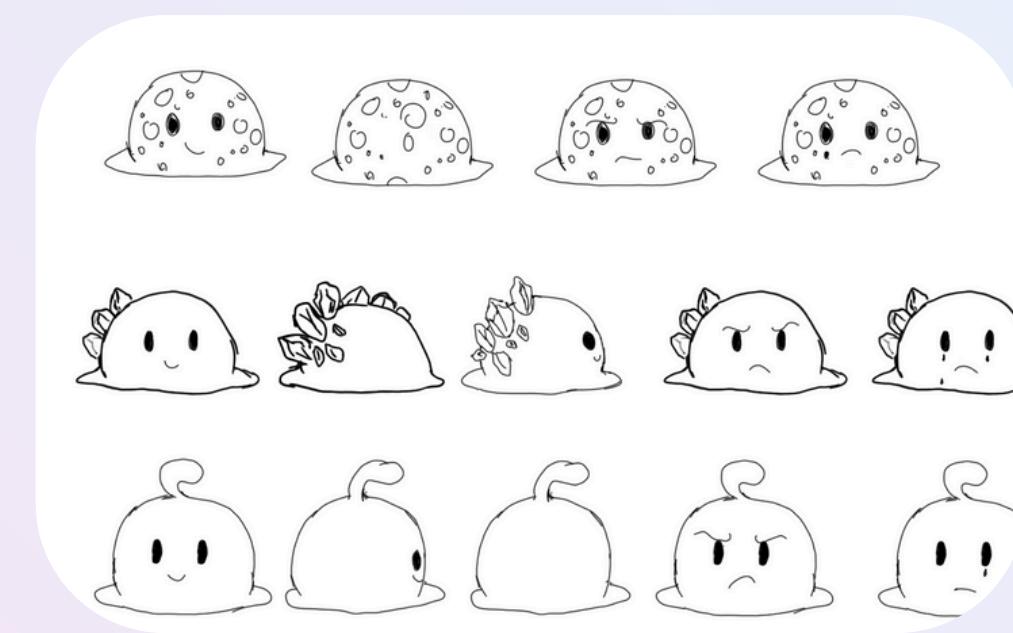
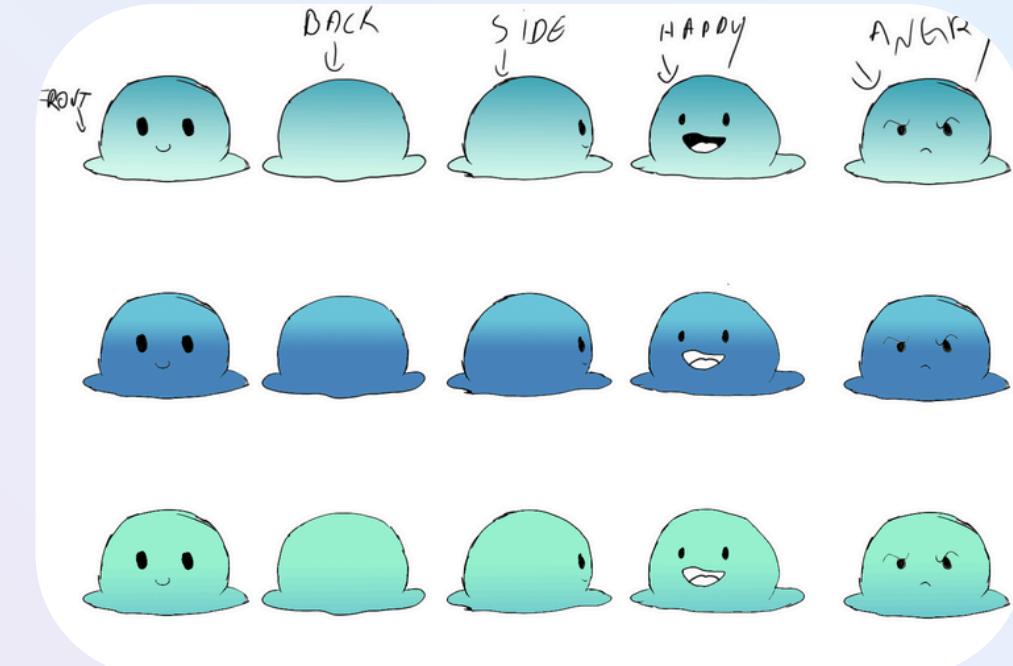
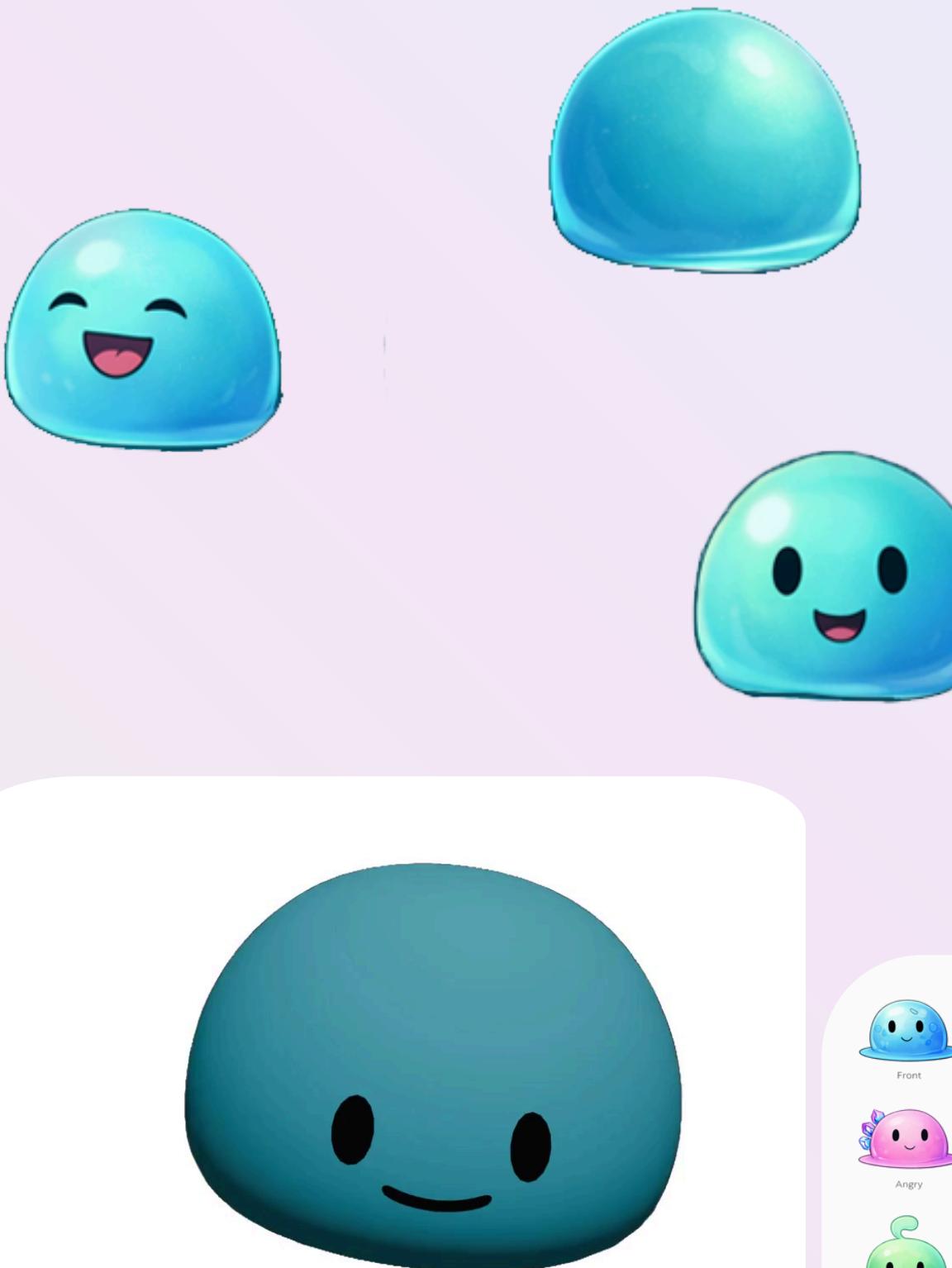


### Solve puzzles

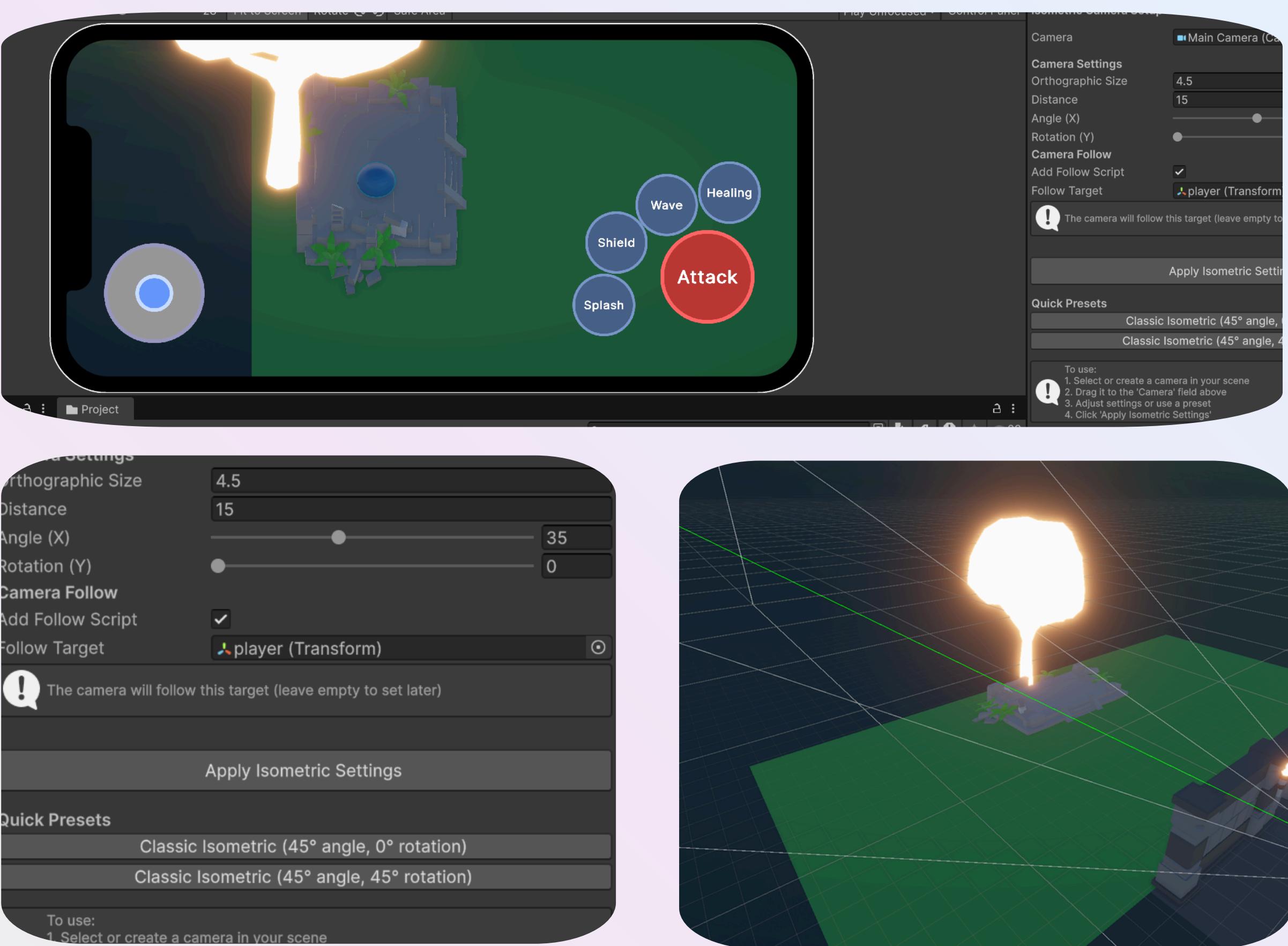
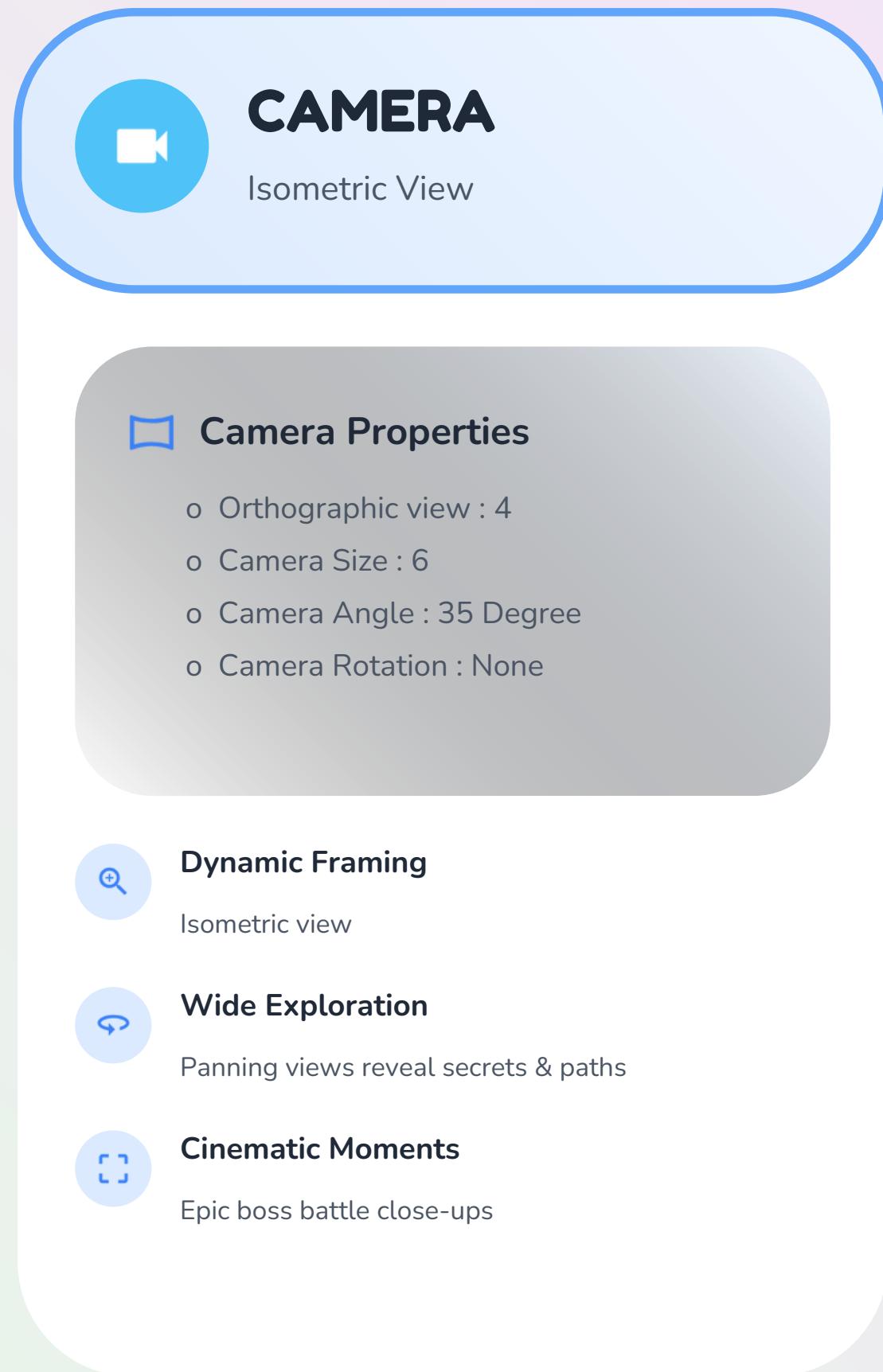


### Elemental Evolution

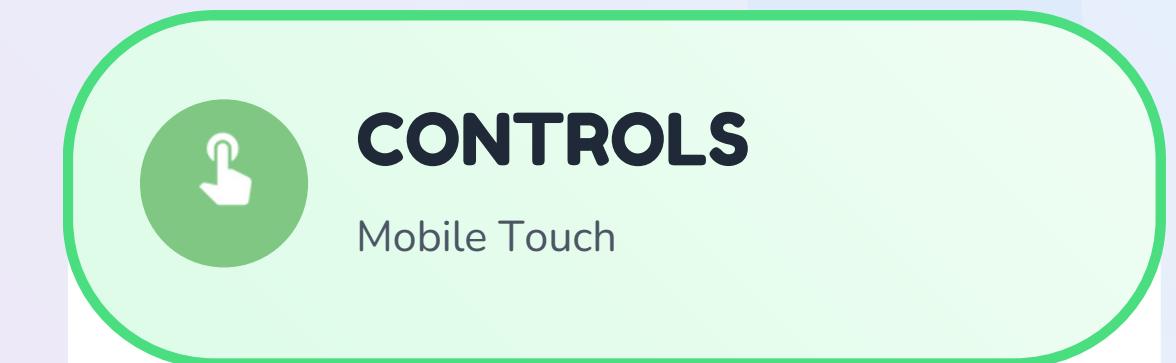
Master all 4 elements



# 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

# 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

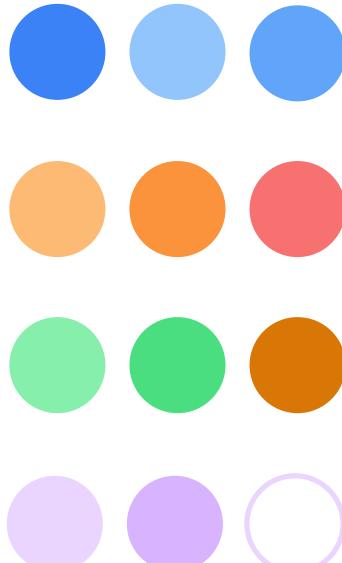


### Progressive Difficulty

Challenges scale with player progress

# ART DIRECTION

## Palette Colors



## Visual Identity

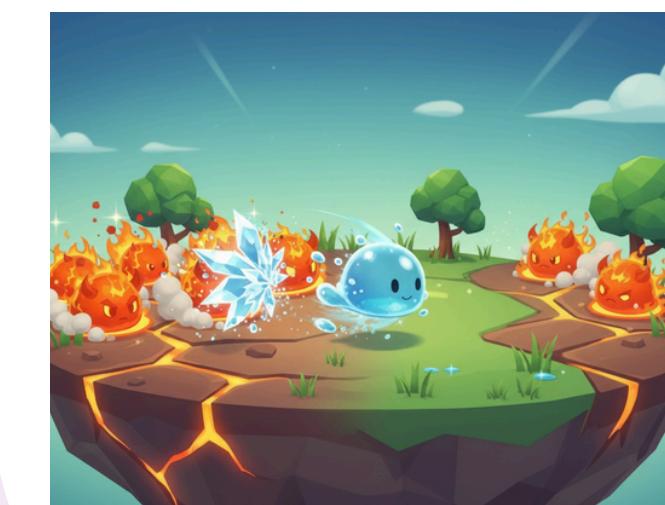


## Font

KALAM



## 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).

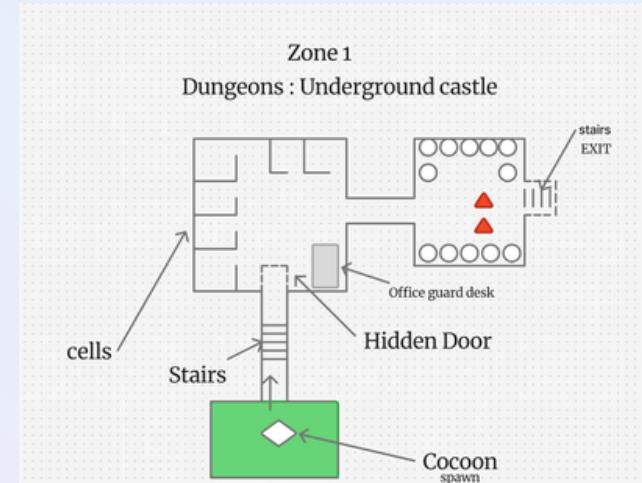
- **Progression:**

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)

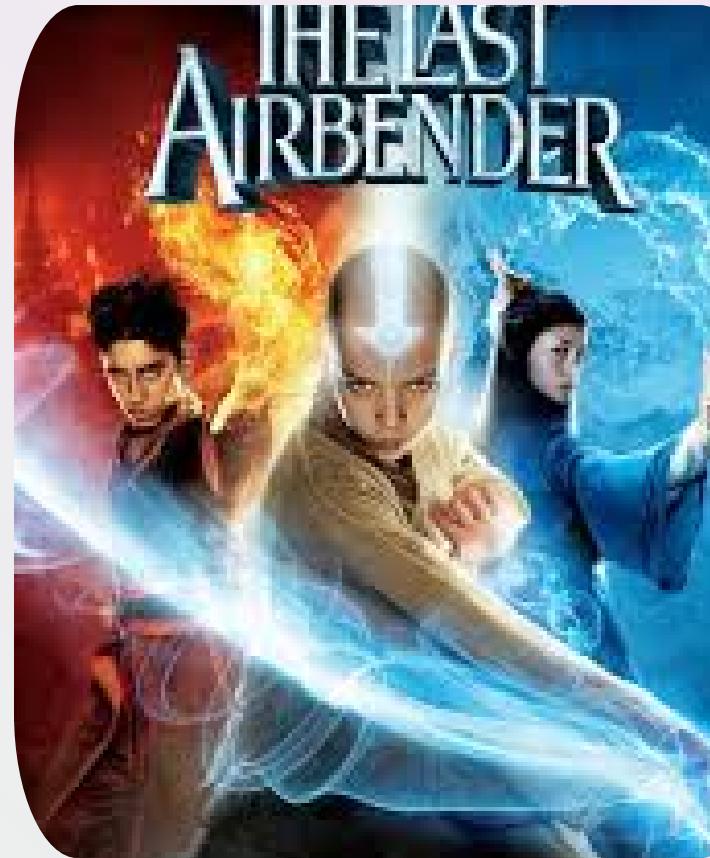
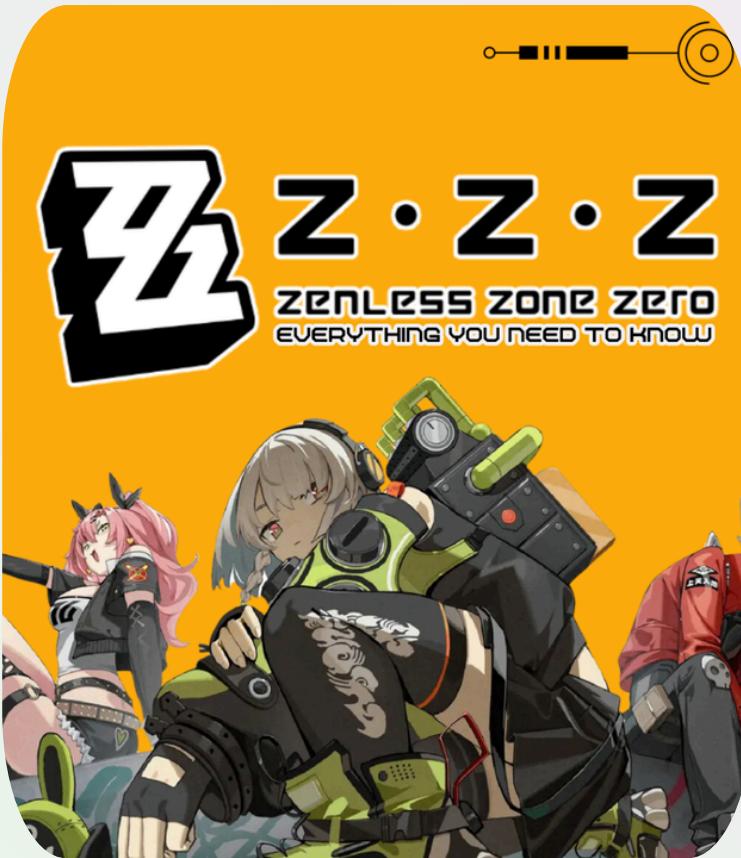
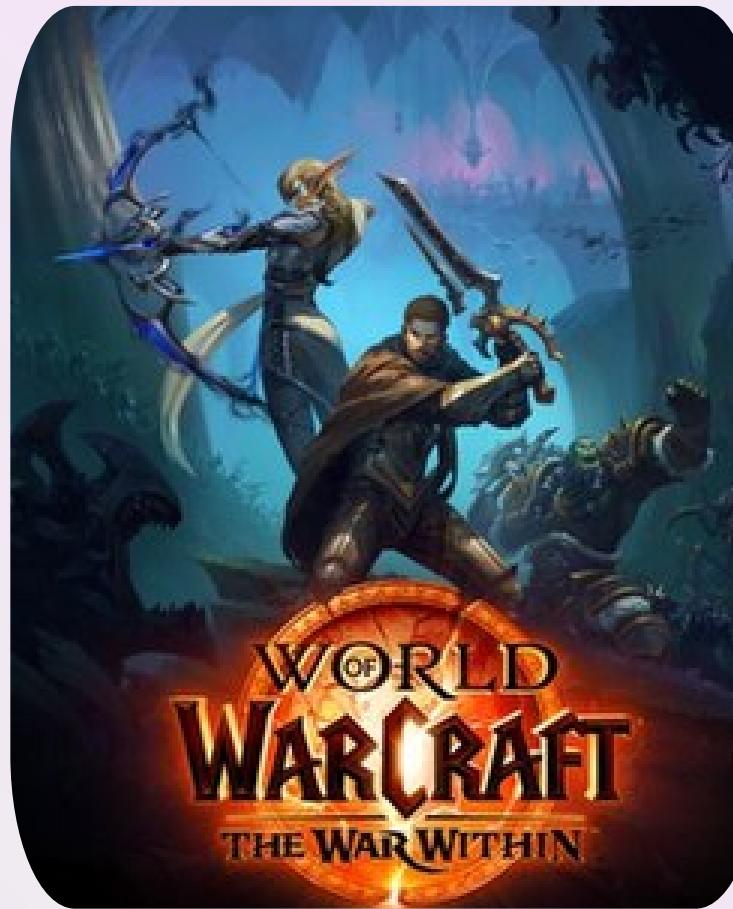
Intense Combat Music

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



Encounter  
Trigger

# REFERENCES



# DEVELOPMENT TOOLS



## Unity

Game Engine

Powerful game development with cross-platform support, robust physics engine, and extensive asset store



## Blender

3D Asset Creation

Professional rigging and animation, character sprites, environmental elements with powerful UV mapping



## Photoshop

Pixel Art & Animation

Specialized pixel art editor with onion skinning, custom palettes, and seamless sprite sheet generation



## Figma

UI/UX Design

Collaborative interface design, prototyping, design systems, and interactive component libraries



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



## 3C Prototype

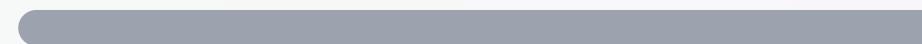
Completed



- Core mechanics validation
- Camera & controls
- Basic game loop

Progress

100%



## ALPHA

In Progress



- Full feature implementation
- Content pipeline active
- Internal testing phase

Progress

100%



## BETA

Upcoming



- Public playtesting
- Performance optimization
- Content polish

Progress

0%



## GOLD

Final Release

- Scheduled after Beta completion



## Timeline Overview

Total Development

45 Days

Current Phase

Alpha

# 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



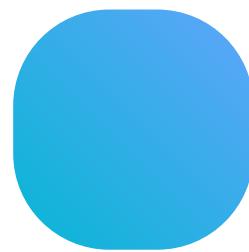
## Risk Mitigation Strategy

Proactive identification • Regular review meetings



## PROACTIVE APPROACH

# THE TEAM



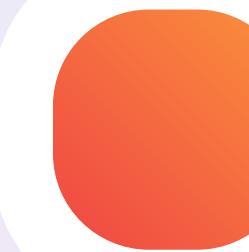
## Game Designer / VFX

Game idea . VFX .



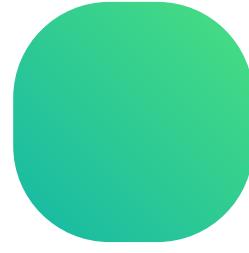
## Artist

Concept • Visuals • Style



## Level Design / Storytelling

World map . Story . Sound



## Programmer

Logic • Systems • Optimization



## Artist

Coordination • Timeline • Quality



## Collaborative Development

Cross-disciplinary team working together to create magical experiences

