



DF's



KIKUnoKAGE

菊の影

*Ogni riferimento a persone esistenti o a fatti realmente accaduti è puramente casuale. Il contenuto di tale documento è meramente a scopo didattico.
Le immagini in esso contenute sono dei rispettivi proprietari e sono usate puramente per scopi esercitativi.*



*"like the broken blade of a forsaken warrior. i will pursue my **fate** to my last breath.
not for **glory**. but for **honor**, **vengeance** and **redemption**"*

Game Sheet

Target

RPG Players

Asian Game oriented Players

Nostalgie Players

Genre

Action RPG

Japanese Horror Action Adventure

Platform

Hack & Slash

Target Age

18+

Platform

PS5

Windows

Xbox One

Main Tech

Unreal Engine 5

Game Mode

Single Player

Key Markets

EU

Asia

USA

Business Model

Buy to Play

Price

24,99€

Game Concept

*Kiku no Kami ("Ombra del Crisantemo") is an Action RPG which the main target is to make the Player feel a **typical japanese expereince**, living a story of repentance and love*

*The story will set up in a pure japanese enviorment with some **horrororific style**, living a novel about Danichiro, an ex Samurai who is driven by revenge and redemption. He will have to travel trough Edo, Yokohama and Kyoto following his emotions*

During his journey, Danichiro face up some people and discover several places that help him to find the truth

Story

In the mid-19th century, during what we call Bakumatsu (the final years of the Edo period) was fought the Boshin War between the Tokugawa Shogunate and various factions with western influence that were following the Emperor



The story follows Danichiro and his in the Resistance group

Trained by his Sensei, Danichiro begins his journey to overthrow the Shogunate

Creative Mix



Feels like



Travel like



Move like



Looks and Fight like

Game Loop



Core

Explore - Fight - Interact



Secondary

Fight Enemies

Defeat Bosses

Get Ability and Technics

Game Pillars

Poetical Dark Fantasy World

Explore three *real japanese Cities*, each one with *unique environments, enemies and mechanics*

Fight n' Help

You will meet a lot of people during your journey, and in every case *you can choose to help or not* them. You can discover a lot of informations concerning of the World of play (and maybe precious *allies!*)

Forge your Fate

You can choose your *Combat Style* over than 10 different real style that modifies the fighting approach. Each weapon can give you an *active combat styles* that can be switched at anytime during combat

Key Mechanics

Real 2D Pixel Art Japanese experience

The target of the game is to give a *real japanese experience* but adding some *fantasy elements*, like *dark style environment* (including Bosses and enemies), a lot of *power up* and *real-life martial arts technics* in order to live a fantastic pixel art story

Extra missions and Puzzle games

Unlock special *Technics and Abilities* during the journey to resolve puzzles and extra missions

Choose you Path

Face the consequences of your *choices*



Financial projection

Base Funds

600.000

Selling Price

24.99

*Team Costs
(2 years)*

300.000

Break-even Point

30.000

Foreseen Units

400.000

(following Market Research)

Game Design

75.000

Art, Animation & VFX

65.500

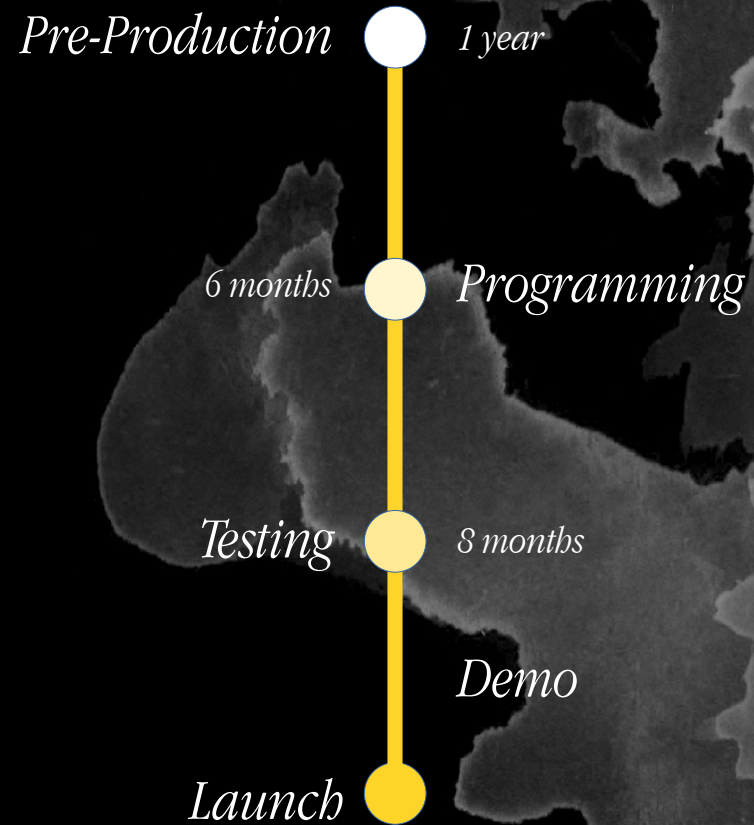
Audio & SFX

9.500

Coding

150.000

Production Timeline



Who We are



有難う
ございます

