

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 lightning bolt. Below the text are two dark grey, jagged mountains with red lava flowing down their sides. The background is white with several yellow and orange flame-like shapes and grey smoke-like shapes. The text is in a bold, brown, serif font with a slight shadow.

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