

PATH



OF



**HIRAYASU**

# PITCH

When **Ratched & Clank rift apart** meets **Prey** in the **Ghost of Tsushima** universe



# GENERAL INFOS



- Genre: TPS-Platformer
- Camera: Third person back / shoulder
- Players: Solo
- Platform: PC / Next gen
- Target: Shooter Fans / Fans of japan history
- Business: Premium

## **Audio & Visuals:**

- Audio : Calm and silent / epic music for battle
- 3D Realistic
- 2D ink

# SYNOPSIS



Seki Hirayasu is a Japanese blacksmith from the XVIIe century. After his family was murdered by Takeda's clan, he decides to eliminate his enemies. By fighting and evolving he brings back peace to his land.

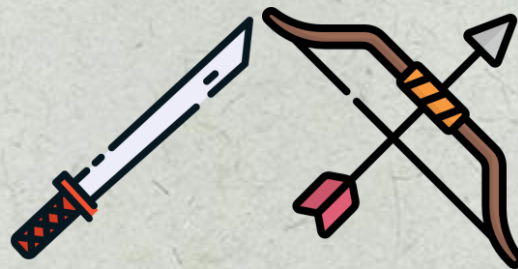
## CUSTOMER VALUE

- The Art of Engineering: Enhancing your equipment using multiple possibilities that depend exclusively on your preferences
- The Art of Navigation: Progress through a diverse environment challenging your navigation skills
- The environment matters: Interact with elements of a Japanese landscape perched in the mountains
- Rigorous Training: Take advantage of a diverse range of possibilities for your movements
- A well-stocked arsenal: Unlock new weapons with diverse effects to help you in your quest throughout the adventure

# INTENTIONS



Ethereal motion



Different fighting style



Pacing based of the character's  
states

# CORE GAME LOOP



EXPLORE



SHOOT



COLLECT

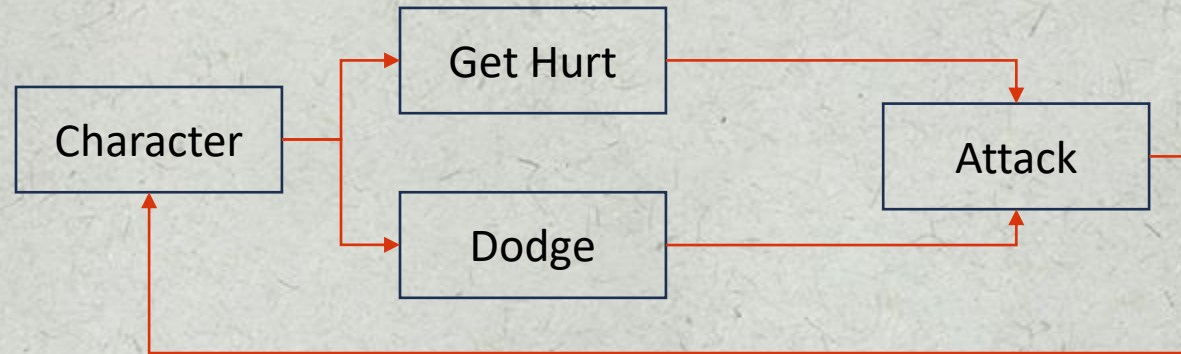


UPGRADE



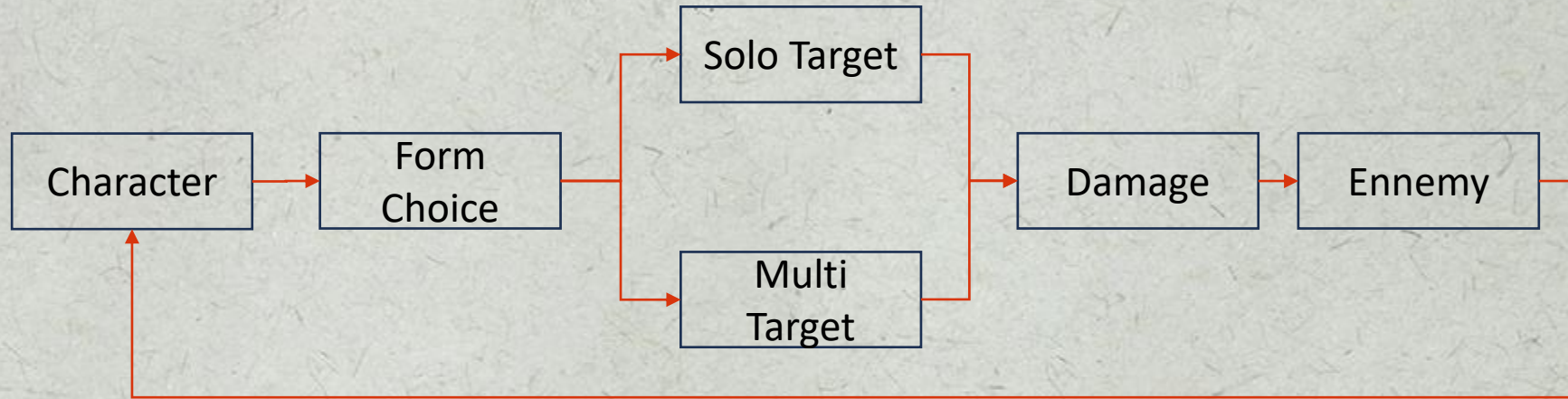
CUSTOMIZE

# FEATURE FIGHT

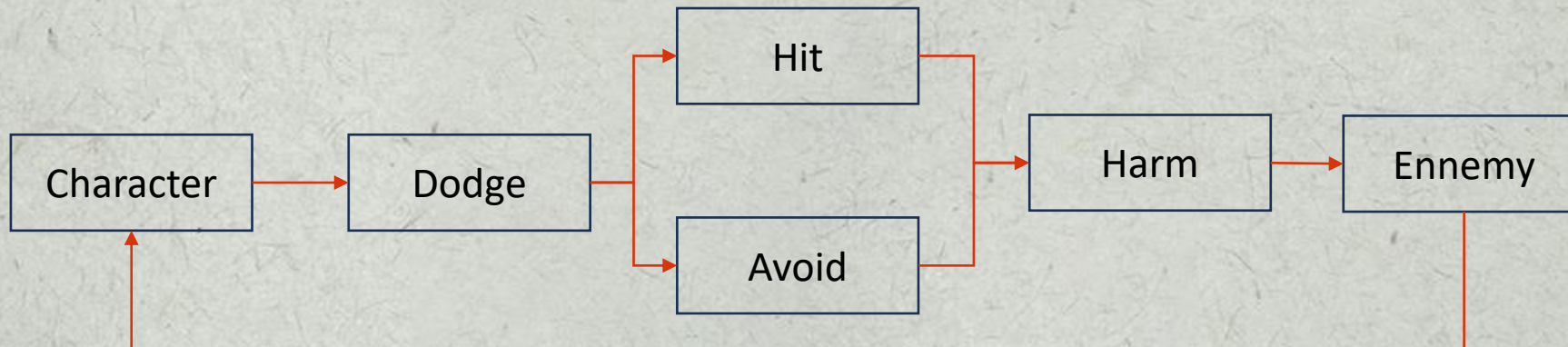


- Only one type of attack is possible
- The player can choose from several weapons with different effects, ranging from area damage to single-target, some of which have player-selectable shapes that affect the number of bullets fired, damage, radius and impact shape.
- These weapons all use different types of ammunition, collected from crates scattered throughout the game zone. The melee weapon can be used without ammunition limit, but its primary function is to destroy the crates.
- There are two types of enemy: The faster melee enemy, whose behavior is to get as close to the player as possible. Inflicts more damage but has less life. Distance enemies, equipped with a long-range weapon, tend to move away from the player to maintain distance. Inflicts less damage but has more life
- Bullets are relatively slow, while the player is equipped with a dash for mobility in combat and possible dodging. In the event of a dodge, the player performs a dash and cannot fire simultaneously.

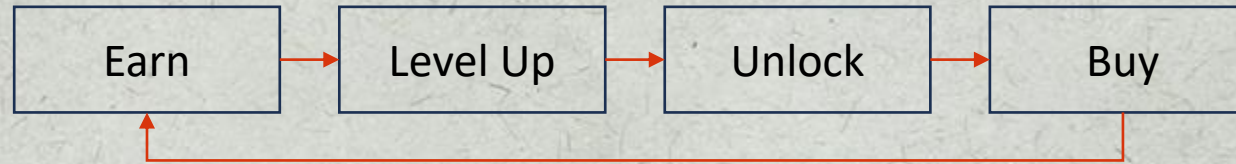
# MECHANIC LOOP ATTACK



# MECHANIC LOOP DODGE

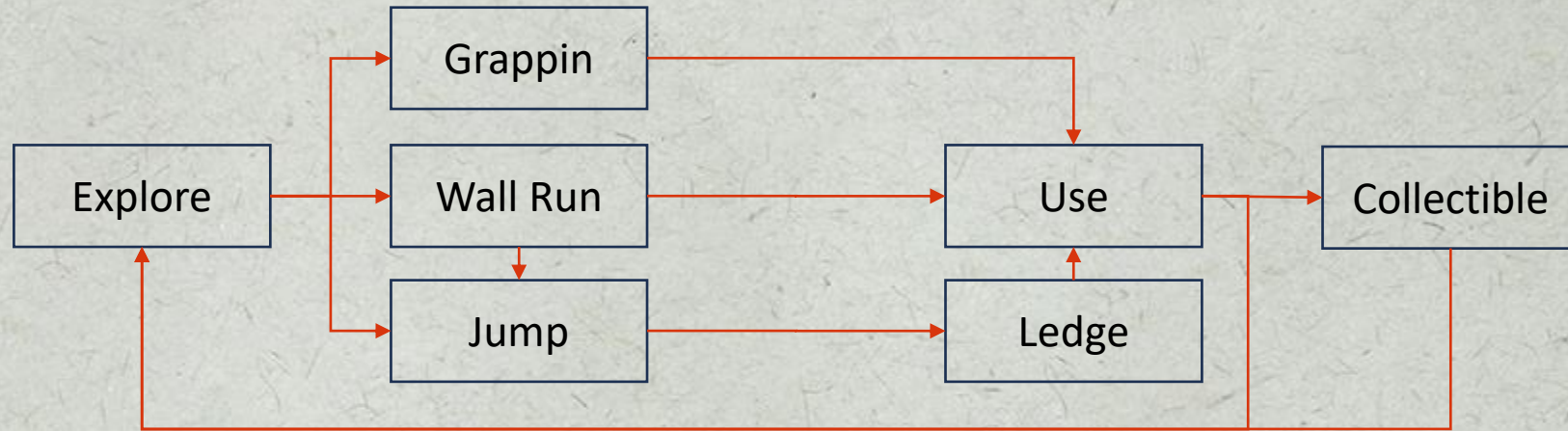


# FEATURE WEAPON



- Levels are specific to each weapon, and a weapon will earn xp when used by the player to kill enemies, each of which earns a certain amount of experience.
- The use of upgrade points takes the form of a unique skill tree for each weapon, with unique abilities and stats upgrades.
- Upgrades are purchased with a currency that can be earned by killing enemies or breaking certain crates containing upgrades.

# FEATURE EXPLORE



- Movements that enable players to overcome obstacles:

Jump: Single Jump

Double Jump: Jump with greater height

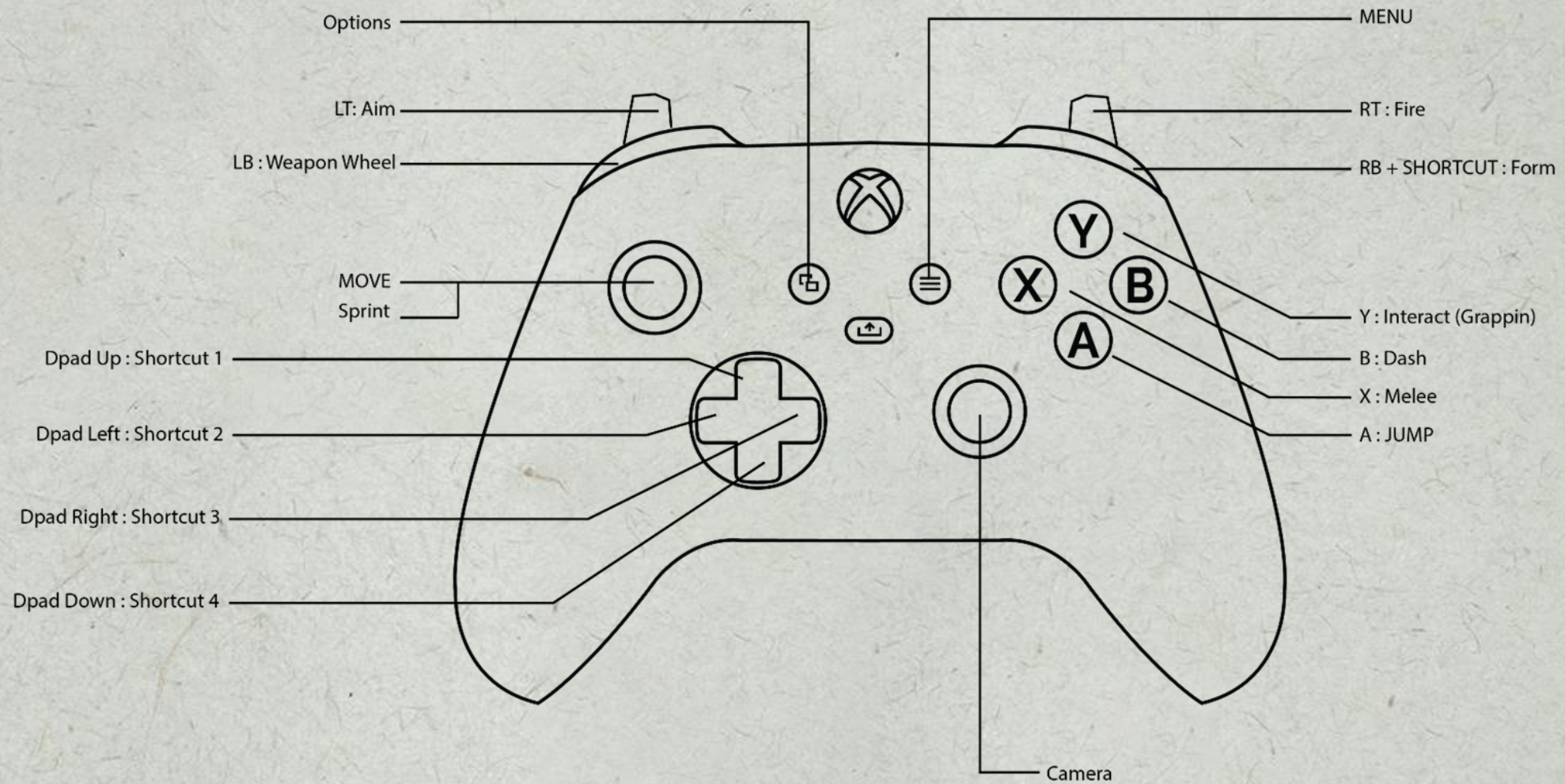
Grapple: Pulls the player towards the target point

Dash: Forward impulse

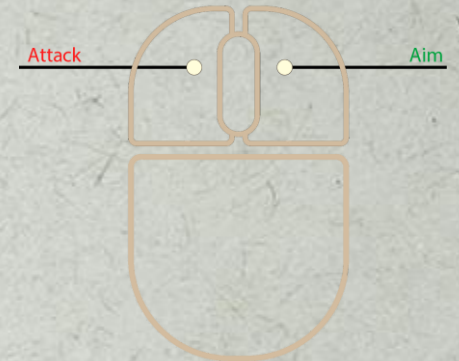
Ledge: Grabbing the edges

Wall Run: Fast running on walls, with the option of switching from one wall to another

# MAPPING



# MAPPING



# CHALLENGE



Come from	?	What ?
Rules	No	
Tactics	Yes	Main Enemies, Level Interaction, Placement, Weapon Change
Strategies	Yes	Choosing a tree, Upgrade selection
Complexity	No	
Physical Skills	Yes	Dexterity, 3D Movement, Dodge, Distance Analysis, Timing Course
New Content	Yes	Weapons, New upgrades available

Difficulty	Complexity	Depth
Middle	Middle	Low
Player dexterity Numerous enemies Platform phases	Upgrade Currency Traditional Control Platformer Different types of ammunition	Skill trees by weapon Weapons with different effects

# GAME ELEMENT - CONCEPTS & OBJECTS



## CHARACTER

- Name
- Stats
- Attributes
- Life
- Level
- Crossbow
- Inventory :
- Weapons
- Monney

## ENEMIES

- Name
- Stats
- Crossbow
- Loot

# GAME ELEMENT - CONCEPTS & OBJECTS



## ITEMS / WEAPONS

- Name
- Advancement History Unlocking
- Cost XP Upgrade
- Prices
- Stats (Dmg, Accuracy etc...)
- Number of upgrades
- Skill tree
- Skill type
- Description
- Radius [Explosive Weapon]
- Bullets used

# GAME ELEMENT - RESTRICTING ACTIONS



- The character cannot fly / swim
- The character cannot destroy the environment, or at least the overwhelming majority of it.
- Enemies can't fall or die while being thrown into the void
- Character cannot glide over unblocked areas
- The character cannot cross certain zones without killing all the enemies in the wave
- The character must constantly limit himself to the use of a single weapon
- Character and weapons are limited to a certain level

# GAME ELEMENT - DETERMINING EFFECTS



When the character's life drops to 0 , he dies and returns to the last save point.

It's always possible to use the melee weapon in any circumstance, free of charge, by pressing the <F> key, without having to equip it.

If the bullets assigned to the type of weapon used, fall to 0, the player can no longer shoot or fight with it.

# GAME ELEMENT - RESSOURCES



## CHARACTER

- Life
- Money
- Weapons
- Ammo
- XP Player / Weapons
- Upgrade point for
- Weapons

## ENEMIES

- Life
- Loot XP

# GAME ELEMENT - CONFLICTS



## OBSTACLES

- RoadBlock: Mountain height
- Enemies: Distance Enemies, Melee Enemies
- Traps: Void or height in case of fall
- Ethic | Moral: Questions about the morality of the character's actions to resolve conflicts

## DILEMMAS

- Weapon selection
- Upgrade selection
- Upgrade currency
- Xp Player / Weapons

## OPPONENT

- Life
- Loot XP

# GAME ELEMENT - OUTCOME



Zero Sum

# GAMEPLAY PILLARS



## SHOOTER

- Let off steam by fighting numerous enemies with projectiles
- Various types Of weapons, each with different possible effects
- Dodge opposing shots to create openings
- Select improvements for asserting your fighting style

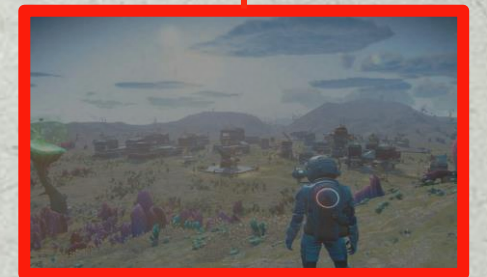
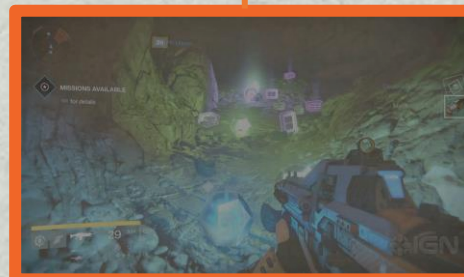
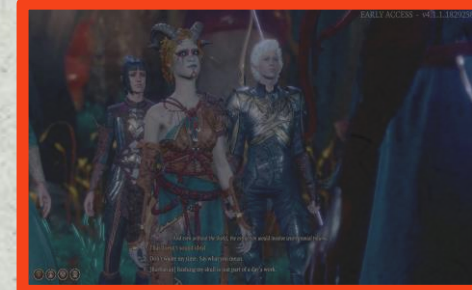
## PLATFORMER

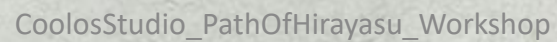
- Using the right actions at the right times will lead to ascension
- The combination of these techniques will enable the ascent

## UNIVERS

- History developed and consistent with the historical period
- Hidden collectibles to reward curiosity

# WHAT'S NOT





# REFERENCES

## VIDEO GAMES

Doom  
Alien Solider  
Altered Beast  
Banjo Kazooie  
Ratchet & Clank : Rift Apart  
Ghost Of Tsushima  
GhostRunner  
Hades  
Niakara : Bladepoint  
BlackTail  
Blasphemous  
Donkey Kong  
Crash Bandicoot  
Hi Fi Rush  
Conker Bad Fur Day  
God Of War

## ART

Histoire du Japon : Des  
origines à nos jours  
Une autre histoire des  
Samouraïs  
« Morts héroïques sur l'île  
d'Attu » Peinture  
L'art de la guerre  
Armes A Feu 1700-1835  
Histoire des armes à feu du  
Xve siecle au Xxsiecle

## BOARD GAMES

Shogun  
Sekigahara  
Catan  
Samurai  
Hannibal rome vs carthage

# REFERENCES

