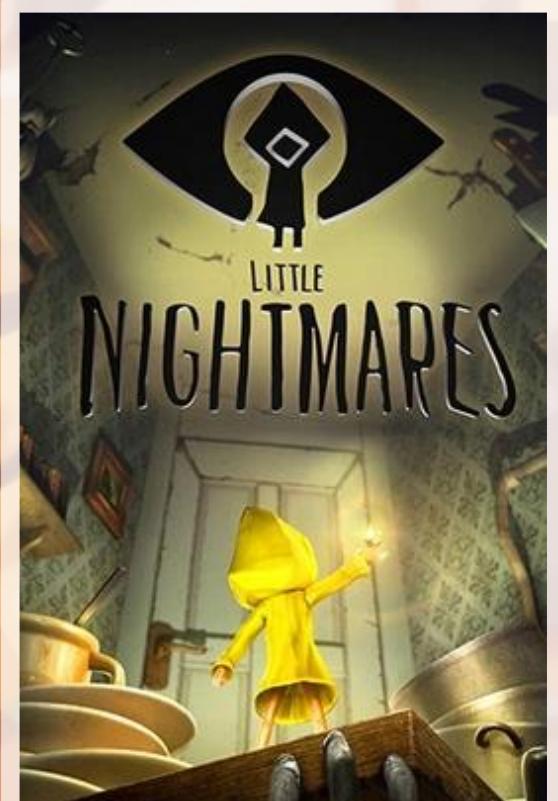


HIGH CONCEPT DOCUMENT

PITCH

TEAM CHERRY, 2017



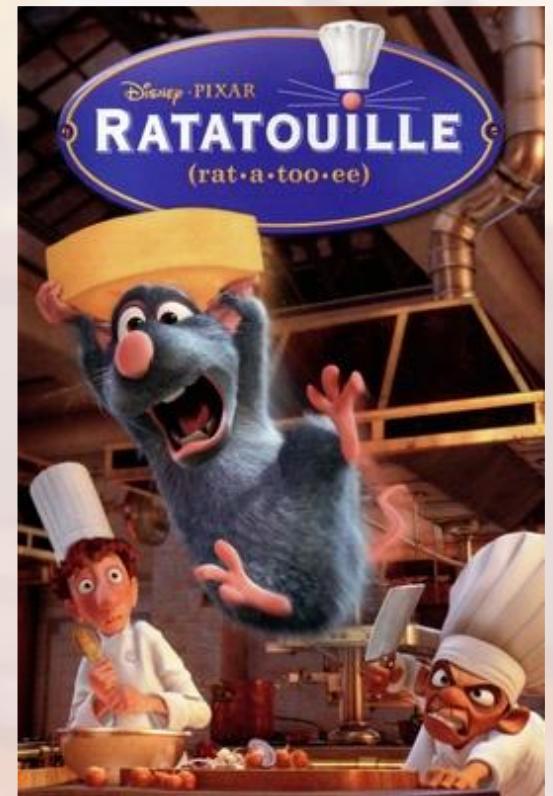
METROIDVANIA

TARSIER STUDIOS, 2017



SURVIVE
2.5D GRAPHISM

PiXAR / Disney STUDiOs, 2007



KITCHEN
SCALE

SYNOPSIS

YOU ARE **POiCHON** in An **EVIL CAT HOTEL** .
DEFEAT THE **EVIL CAT CHEFS**, FREE YOUR
FRIENDS FROM A DELICIOUS DEMISE AND OBTAIN THE
KEY TO **FREEDOM** WITH THE POWER OF
fRIENDSHIP !



GENERAL INFORMATIONS

GENRE



METROIDVANIA

CAMERA



SIDE-SCROLLER

PLATFORMS



PC / CONSOLES

PLAYERS



SOLO

TARGET



CASUAL

BUSINESS



PREMIUM



STORY WORLD

POLITICAL

in general, the **politics** closely resemble what is found in our current situation. Divided into several **major systems**, each with their **own** claims and ideas. Geopolitically, countries are separated by **borders**, represented by heads of state. Divided into two major parts: democracy and dictatorship, these countries have their own **constitutional systems** ranging from voting by representatives to a hierarchical pyramid system where decisions are made by the **highest ranking** individual.

More specifically, the politics within the group are different. Currently, there is **no leader**, and decisions are made by **all members** of the group through a vote resembling a town council. However, a personality emerges from the group representing its flag. This individual has **no primary function** but plays an **important role** in morale and inevitably influences the group's decisions.

Meetings are not scheduled and are often triggered by a **major problem**. The group is organized but unstable. There is no document outlining a certain order in the **political system**, as is often seen. Formed very quickly, nothing is really put in place to maintain harmony and organization, and everything is **decided quickly**.

In the event of a prisoner capture, there is no formal penal system. The fate of the individual is primarily based **on a vote**, with no restrictions preventing them from being **killed**.



ECONOMY



THE WORLD'S **ECONOMY** IS PRIMARILY BASED ON **FOOD**. DESPITE ITS SIZE, THERE IS **NO MONETARY** SYSTEM LIKE WHAT WE KNOW WITH MONEY. THE WAY TO QUANTIFY A DISH IS THROUGH A **GLOBAL MARKET** THAT CALCULATES IN REAL-TIME THE VALUE AND **RARITY** OF THE INGREDIENTS USED, ALLOWING A **PRICE** TO BE PLACED ON ANY EXISTING DISH.

SIMILAR TO WELL-KNOWN **GLOBAL MARKETS** LIKE THE CAC-40, **INFORMATION** IS **TRANSMITTED** BETWEEN EACH COUNTRY TO MAINTAIN A STABLE ECONOMY. INGREDIENTS ARE CLOSELY **MONITORED** TO PREVENT SIGNIFICANT INFLATION AND **MAINTAIN** BALANCE.

ON A LESS GLOBAL SCALE, THE ECONOMY WITHIN THE GROUP OF SURVIVORS IS MAINLY BASED ON **VITAL RESOURCES**. IT IS RARE FOR A MEMBER TO REQUEST COMPENSATION FOR SOMETHING, BUT IT **CAN HAPPEN**, MAINLY FOR NON-ESSENTIAL ITEMS LIKE WEAPONS OR LUXURIES.

THE CULTURE OF GIVING IS **PREVALENT**, WITH THE GROUP PRIMARILY FUNCTIONING ON RELATIONSHIPS BETWEEN INDIVIDUALS. THE BEST WAY TO OBTAIN SOMETHING IS TO **SHARE** ONE'S FINDINGS WITH OTHERS TO FORM **FRIENDSHIPS** AND INCREASE TRUST AND SHARING WITH THEM. THERE IS NO WAY FOR THEM TO **EXCHANGE** **RESOURCES** OR **TRADE**, AS THEY ARE **TRAPPED** IN A CLOSED LOCATION.

CLIMATE

THE WORLD IS BASED ON A **CHANGING ENVIRONMENT** DEPENDING ON THE OCCUPIED LOCATION. SEVERAL CONTINENTS ARE PRESENT, EACH WITH ITS **CLIMATE AND ENVIRONMENTS**. THE AVERAGE TEMPERATURE RANGES FROM 12° TO 15° CELSIUS. LIKE EARTH, SEASONS VARY TEMPERATURES, BUT THERE ARE ONLY **TWO SEASONS**: SPRING AND WINTER. PRECIPITATION IS FREQUENT IN TROPICAL ENVIRONMENTS BUT ALLOWS CHEF CATS TO **CULTIVATE** MANY DIFFERENT INGREDIENTS.

GOING DEEPER, THE GROUP OF CATS RETREATS INTO THE HOTEL'S PIPELINES, WITH A CLIMATE RESEMBLING THAT FOUND IN **TROPICAL CONTINENTS**. VERY HOT AND HUMID, IT FLUCTUATES BETWEEN 22° AND 25° CELSIUS. THERE ARE NO STORMS OR SEASONS, BUT **THE PIPELINES** THEMSELVES ARE A **SIGNIFICANT FACTOR** IN CHANGE DEPENDING ON THEIR LEVELS AND USAGE; OVERFLOWS CAN OCCUR, **DESTROYING** BUILDINGS OR **FRAGILE** OBJECTS IN THEIR PATH.

INSIDE THE HOTEL ITSELF, THE TEMPERATURE IS **PLEASANT AND STABLE**, BUT THE KITCHENS EXPERIENCE CHANGES DEPENDING ON THEIR USAGE, INFLUENCING THE **ROOM'S TEMPERATURE**.



TECHNOLOGY



Technology has evolved **similarly** to what we know, progressing through ages. They are similar in terms of mechanics, casting, and forging, but one **exception** dominates: **AGRICULTURE**.

The economy and way of life of the chef cats primarily rely on **AGRICULTURE** and food, and early on, **new systems emerged**. They developed machines to increase productivity by using verticality to grow plants. Additionally, their soils have been **modified** with **microorganisms** to enhance **properties**. Regarding machinery, artificial intelligence has emerged, almost entirely **replacing** farmers, leading to one of the world's greatest crises. Today, all stages of growth are **automated** using these **AI**, which, combined with mechanics, offer **significant** production of fruits and vegetables.

As for the survivors, being **ingredientcats**, they possess **technologies** adapted to their **abilities**. Their groups function in harmony with members' capabilities, eliminating the need to generate electricity as they simulate all states found in our machines. For example, their ovens **operate** using their **heat generation**, and even building construction involves mixing water and **harvesting** abilities. Apart from that, they **do not differ significantly** technologically from the perspective of **ingredientcats**.

FAUNA / FLORE

Given the diverse temperatures, the world contains **numerous** species of fruits and **vegetables**. These are not different from what we can find in our universe. However, some **genetically modified** plants exist to produce a **greater** quantity of fruits or vegetables.

The **dominant** animals are the **Chef Cats**, thanks to their intelligence they have built a society centered around food. They have **no natural predators** but prey on almost all species in the world. They are animals that evolve in groups very much based on **social interactions** to guarantee their survival.

Faunal diversity is also identical to that of Earth: species inhabit their habitats according to their **preferences**.

The **ingredientcats** are the **second** main species in the world, **small** beings that seek **refuge** in comfortable and **hidden** places. They are separated by type and closely resemble ingredients. Mainly found in forests and very large habitations, they possess **intelligence** similar to Chef Cats but have powers according to their type. They have long survived through **knowledge** transmission and **discretion**.





CHARACTERS

CHALAIT



BACKSTORY

CHATLEAU WAS BORN INTO A COMMUNITY OF INGREDIENT CATS ESTABLISHED FOR DECADES WITHIN THE HOTEL. HIS RESPECTED AND WELL-KNOWN FAMILY WERE FULL MEMBERS OF THE COLONY. HIS FATHER WAS A RESPECTED MERCHANT, WHILE HIS MOTHER RAN A RESTAURANT. DURING HIS CHILDHOOD, HE LEARNED THE SECRETS OF MUSHROOM AGRICULTURE AND RESOURCE MANAGEMENT. HIS FATHER, MOTHER, AND FRIENDS WERE CAPTURED BY THE CHEF CATS. HE HAS BEEN FRIENDS WITH CHATPUCCINO SINCE CHILDHOOD.

AGE

23

STATUS

Alive

FUNCTIONS

PLAYABLE CHARACTER

NOTRABLE SKILLS

MUSHROOM BOTANY
CRAFTING

TRAITS / WEAKNESS

DETERMINATION / INGENIOSITY
RIGIDITY / DISTRUST

GOVERNING PSYCHOLOGY

I WISH TO SAVE MY FAMILY AND FRIENDS HELD PRISONER.

I MUST PROTECT MY COMMUNITY AT ALL COSTS.
WE MUST ACT AS A COMMUNITY TO BE STRONGER.

I FEEL OVERWHELMED BY EVENTS.

SKILLS

PHYSIQUE : 

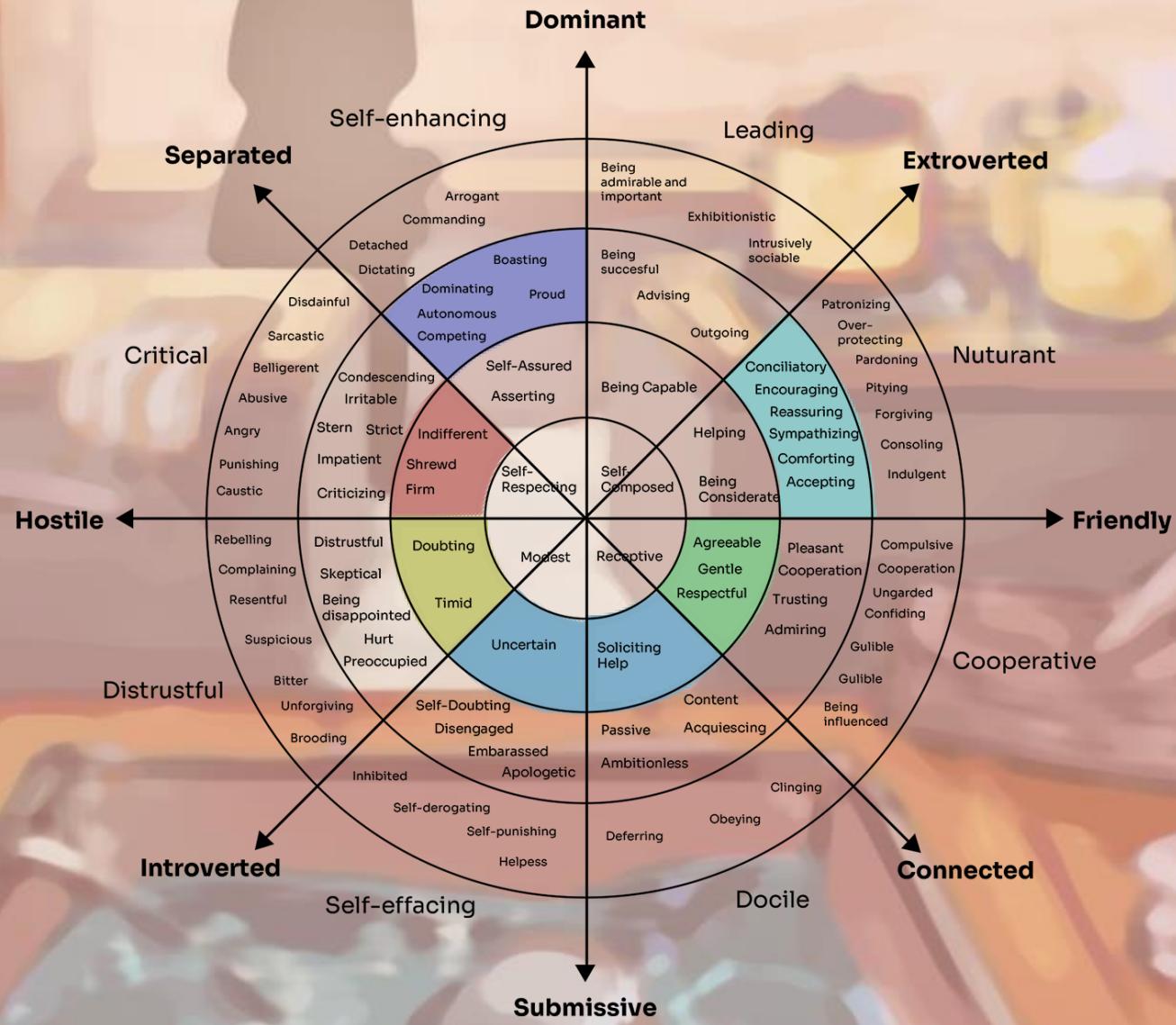
EDUCATION : 

FUNDS : 

WILL : 

CONTACTS : 

POICHON



CHAPPUCINO



BACKSTORY

CHAPPUCINO IS A LONGTIME FRIEND OF POICHON; THEY GROW UP TOGETHER WHILE LEARNING TO THRIVE IN THEIR ENVIRONMENT. HIS PARENTS DIED WHEN HE WAS 5 YEARS OLD, AND CHAPPUCINO WAS ADOPTED BY HIS FAMILY. HE VOLUNTEERED EXTENSIVELY TO HELP ORPHANED CHILDREN AND HAD PLANS TO ESTABLISH A REFUGE BEFORE THE ATTACK.

AGE

21

STATUS

Alive

FUNCTIONS

UNLOCKABLE &
PLAYABLE CHARACTER

NOTRABLE SKILLS

OBSERVATIONAL SKILLS
COMMUNICATION

TRAITS / WEAKNESS

COMPASSION / RELIABILITY
NAIVETY / SENSIBILITY

GOVERNING PSYCHOLOGY

I SUPPORT OTHERS WHEN THEY NEED IT MOST.

I BELIEVE IN THE COMPASSION AND KINDNESS OF THOSE AROUND ME.

I DON'T WANT TO SUFFER ALONE.

I'M AFRAID OF BEING TAKEN ADVANTAGE OF.

SKILLS

PHYSIQUE : 

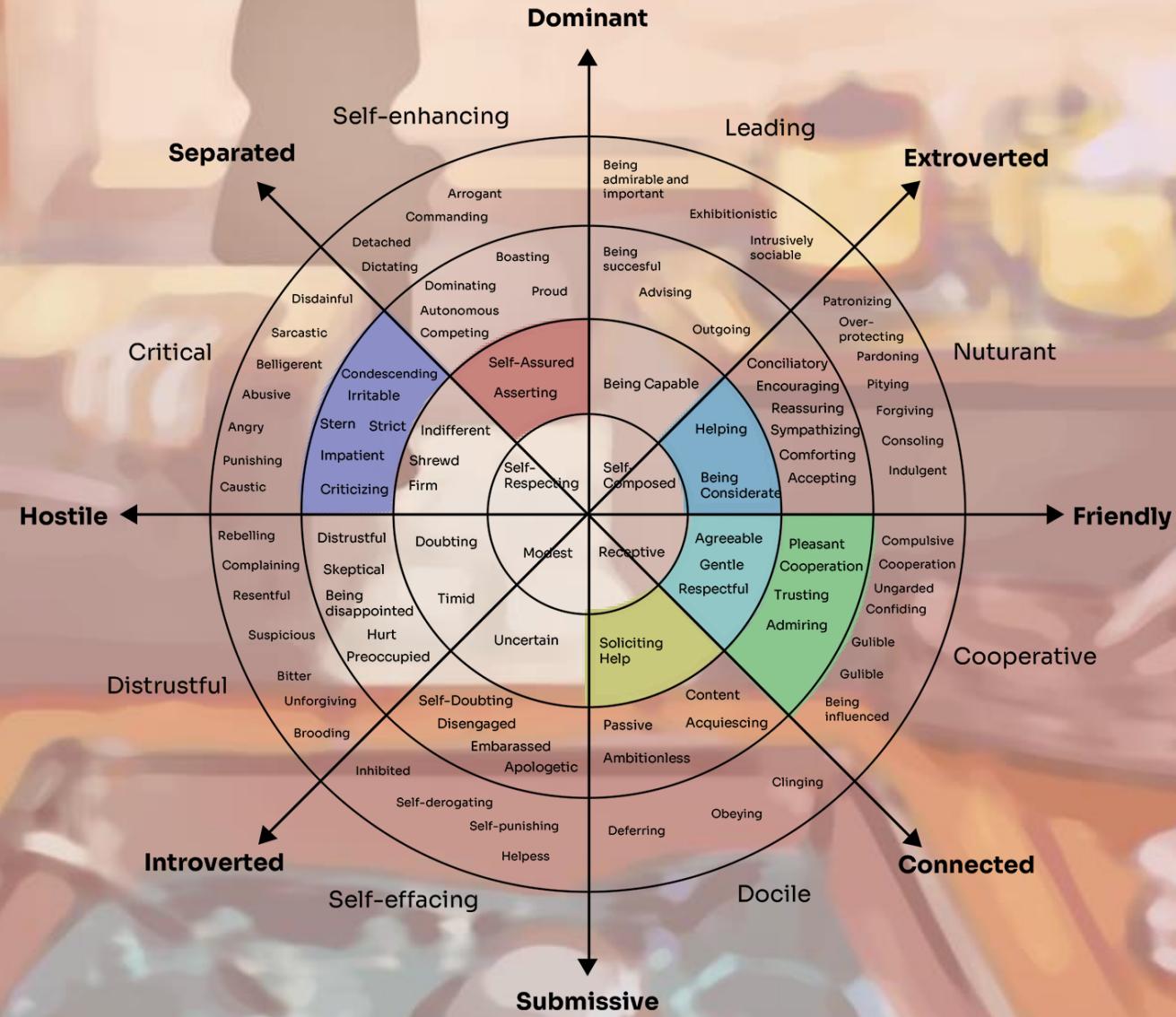
EDUCATION : 

FUNDS : 

WILL : 

CONTACTS : 

CHAPPUCINO



CHALAIT



BACKSTORY

CHATLAIT WAS THE LIBRARIAN OF THE TOWN, AND DUE TO HIS DIFFICULTY IN MOVING, HE LOVED STUDYING THE HISTORY AND SCIENCE OF THE INGREDIENT CATS. HE LIVED IN ANOTHER INGREDIENT CAT CITY BEFORE MOVING TO THE HOTEL. KNOWN THROUGHOUT THE VILLAGE FOR HIS CALM Demeanor AND KNOWLEDGE. HE FEELS GUILTY FOR BETRAYING THE VILLAGE'S POSITION BY TRYING TO RETRIEVE INFORMATION FROM A BOOK BELONGING TO THE COOKING CATS.

AGE

29

STATUS

RESTRAINED

FUNCTIONS

NPC

NOTRABLE SKILLS

SCIENTIFIC KNOWLEDGE
HISTORICAL KNOWLEDGE
RESEARCH & ANALYSIS

TRAITS / WEAKNESS

CURIOSITY / INTEGRITY
ISOLATIONISM / FEARFULNESS

GOVERNING PSYCHOLOGY

I EXCEL IN MY FIELD AND HAVE THE RESPONSIBILITY TO PRESERVE THIS KNOWLEDGE.
I DISLIKE VIOLENCE; I PREFER TO SOLVE PROBLEMS DIFFERENTLY.
EDUCATING THE NEW GENERATIONS IS IMPORTANT TO ME.
I'M AFRAID OF PUTTING OTHERS IN DANGER BECAUSE OF MY MISTAKES.

SKILLS

PHYSIQUE :

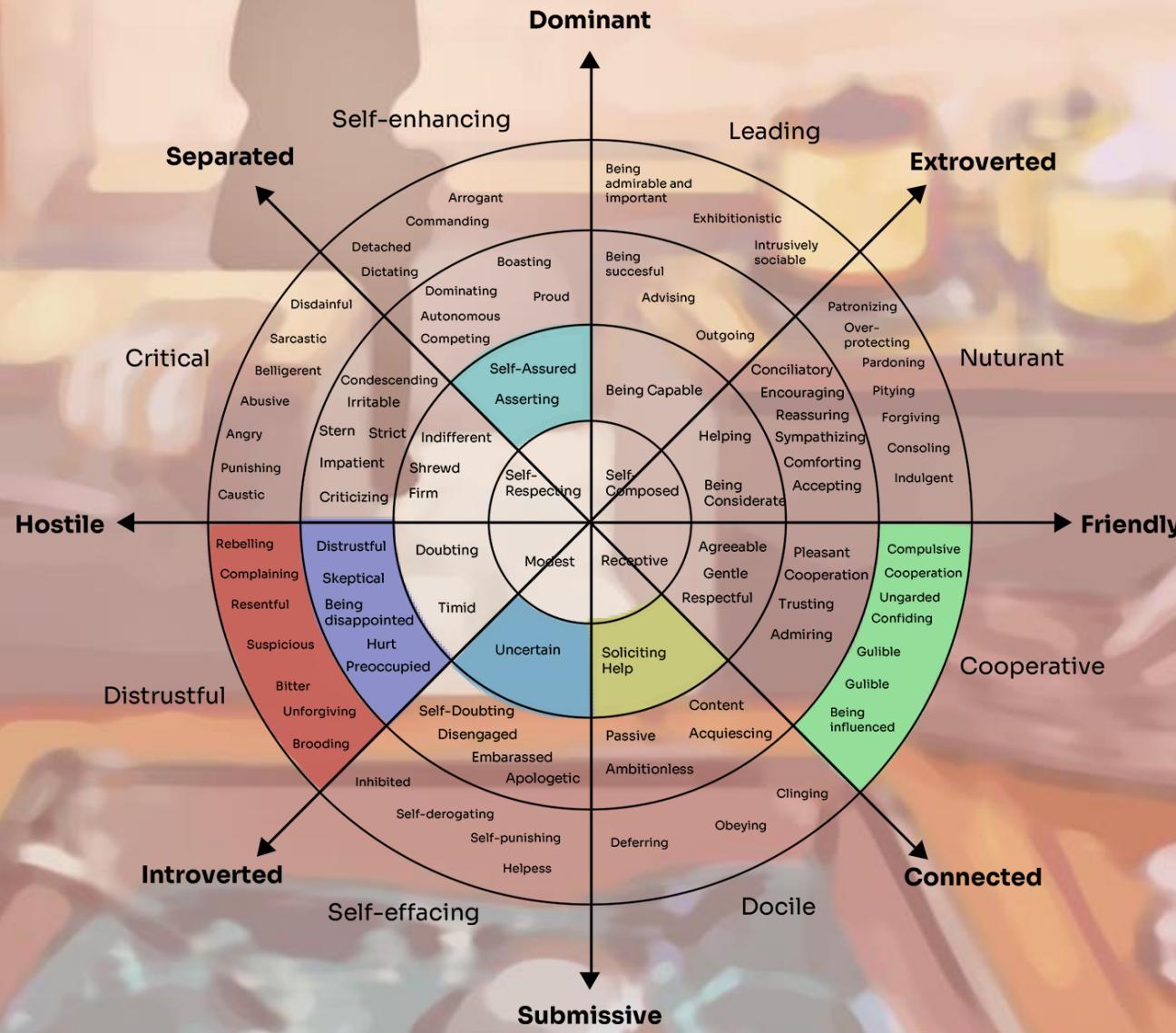
EDUCATION :

FUNDS :

WILL :

CONTACTS :

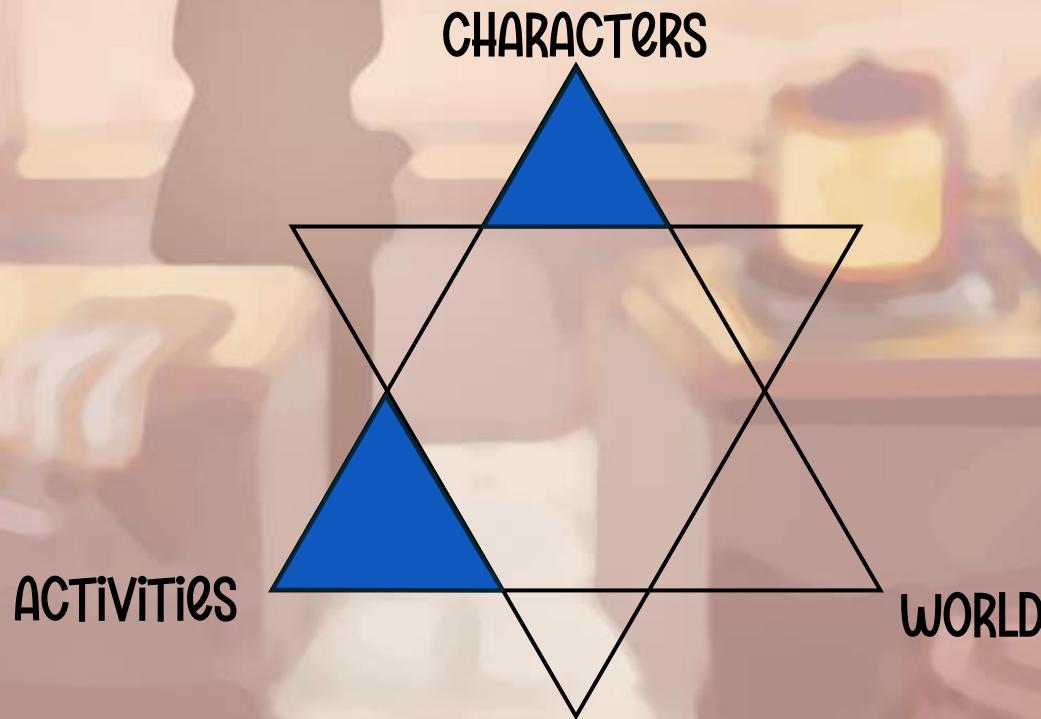
CHALAIT





GAME OUTLINE

WORLD



ACTIVITIES AND CHARACTERS ARE THE WEIRD ASPECT OF THE GAME

RIGHT FROM THE START, THE PLAYER EMBODIES A HUMANOID CAT WITH UNREALISTIC PROPERTIES. THE GAMEPLAY THEN REVOLVES AROUND BATTING CATS TO FREE THEIR CAPTURED FRIENDS.

NARRATIVE TYPE

FULLY EMERGENT

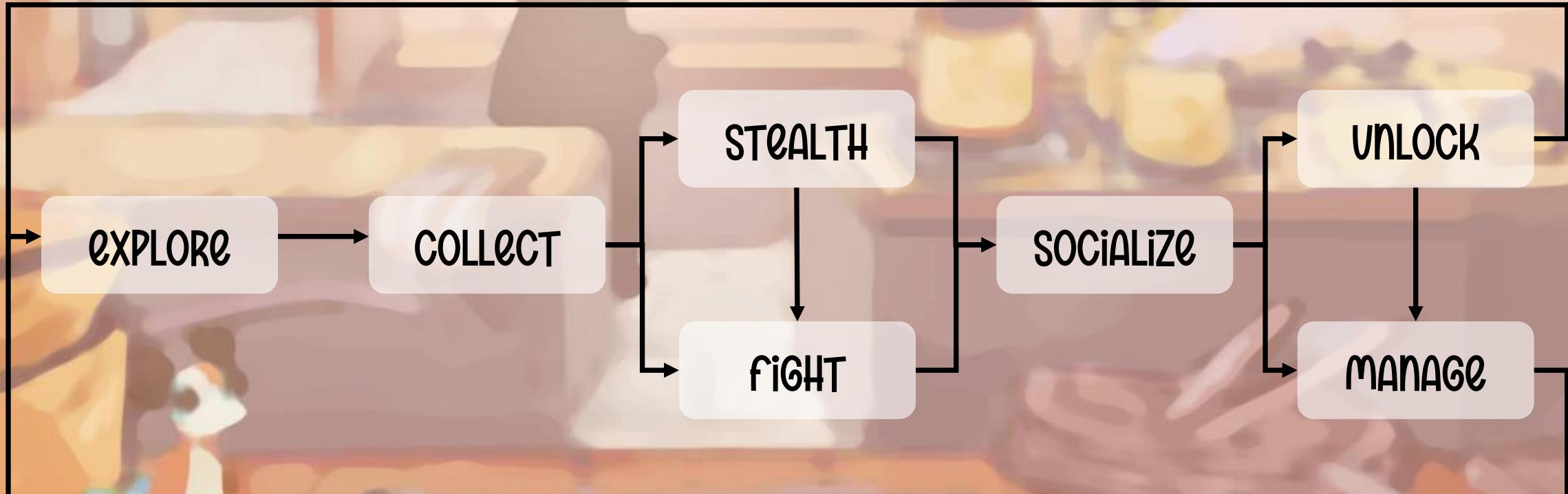
YOU ARE **POICHON** in an **EVIL CAT HOTEL**, DEFEAT THE **EVIL CAT CHEFS**, FREE YOUR FRIENDS FROM A DELICIOUS DEMISE AND OBTAIN THE **KEY TO FREEDOM** WITH THE POWER OF **FRiENDSHIP!**

THERE IS ONLY ONE WAY FOR THE PLAYER TO RETRIEVE THEIR FRIENDS THROUGH THE STORY: THE PLAYER CANNOT DECIDE OR INFLUENCE THE NARRATIVE STRANDS.

A cartoon illustration of a cat with a white belly and black stripes on its ears and tail. The cat is wearing a red jacket with a black collar and four black buttons. It is standing in a kitchen with a chessboard pattern on the floor. In the background, there is a chessboard with pieces, a white teapot on a stove, and a stack of plates on a counter. The word "GAMEPLAY" is overlaid in a white box.

GAMEPLAY

FEATURE



FEATURE

EACH PLAYABLE CHARACTER POSSESSES **ACTIVE ABILITIES** THAT CAN BE USED TO THEIR **ADVANTAGE** IN COMBAT OR EXPLORATION. THESE ABILITIES CAN TAKE **VARIOUS** FORMS, FROM A MEANS OF TRANSPORTATION TO INACCESSIBLE AREAS TO **ADDITIONAL** OPTIONS FOR HIDING.

THE ACTIVE ABILITIES ARE **UNIQUE** TO EACH CAT, AND THERE IS NO NEED TO FULFILL CONDITIONS TO OBTAIN THEM. IT IS **NECESSARY** TO **PLAY** THE SPECIFIC CHARACTER TO USE THEIR ABILITIES.

THESE ACTIVE ABILITIES ARE DIVIDED INTO **TWO** MAIN **CATEGORIES**: STEALTH / TRAVERSE ABILITIES AND OFFENSIVE ABILITIES. THE FORMER ALLOWS CATS TO GAIN **MULTIPLE ADVANTAGES** IN TRAVERSING PATHS AND HIDING OPTIONS, WHILE THE LATTER ENABLES THEM TO USE THEIR POWERS TO **INTERACT** WITH THE **ENVIRONMENT**.

INTERACTION WITH THE ENVIRONMENT ALLOWS FOR **COMBINING** OFFENSIVE ATTACKS WITH **ENVIRONMENTAL HAZARDS**; FOR EXAMPLE, SPITTING WATER ON OIL TO CREATE AN EXPLOSION.

CATS POWER

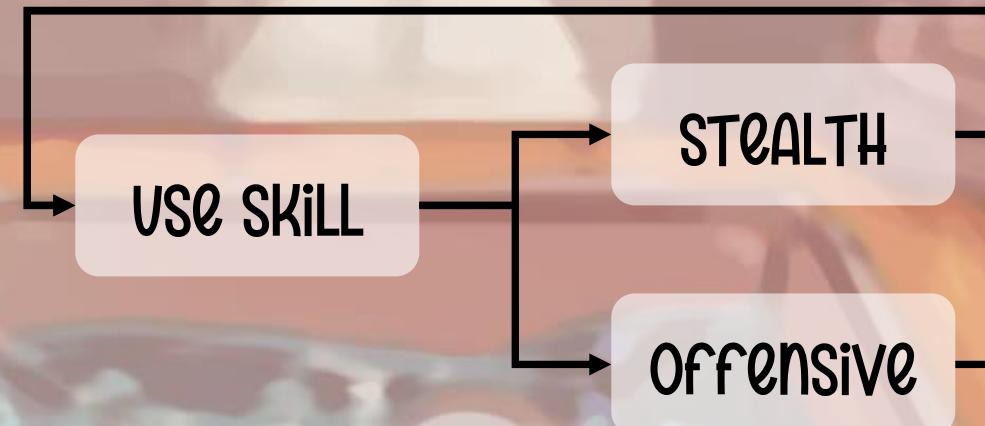


FEATURE

CATS POWER

Missions **START** directly from **THE HUB**. Before departure, the player must **ASSEMBLE** their team using two characters who will be played and **INTERCHANGEABLE** during exploration, as well as a passive ability.

CHARACTERS HAVE THREE LIVES SIMILAR TO THE MECHANICS OF ZELDA GAMES. WHEN HIT, THEY LOSE A HEART. AFTER A **PERIOD OF TIME**, THESE HEARTS **REGENERATE**. EACH CAT'S LIFE IS **UNIQUE** DURING EXPLORATION, AND IT IS POSSIBLE TO HAVE TEAM MEMBERS WITH DIFFERENT HEALTH LEVELS. HOWEVER, IF A CAT LOSES ALL OF ITS HEARTS, THE ADVENTURE ENDS DUE TO THE NEED FOR MEDICAL ASSISTANCE.



FEATURE

enemies come in **VARIOUS FORMS** and representations, with the main one being massive cats. They are placed in the **BACKGROUND** of the game and move within it.

Each room is like a tableau: loading screens or fades to black **SEPARATE** them. enemies are initially placed in their respective rooms, related to their themes. There is only **ONE BASIC ENEMY TYPE** in the game.

During exploration, the player will **ENCOUNTER TRAPS**. If the player triggers them, they make noise, attracting the enemy who then starts its **USUAL CYCLE OF PHASES**. If the enemy is already present, it enters a detection and attack state. enemy behavior is classified into **DIFFERENT STATES**, each with its specificities.

REGARDLESS of the state, if the player makes noise or enters the enemy's **FIELD OF VISION**, it will begin to attack. While hidden, even if the player enters the enemy's field of vision, they are **NOT SPOTTED**.

COMBAT



FEATURE

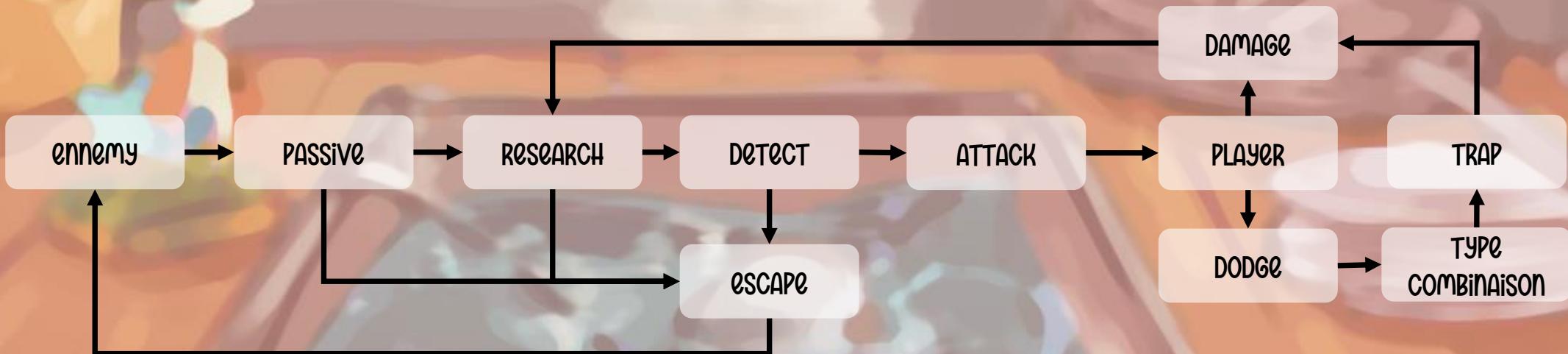
CATS POWER

DURING STATE 5, THE ENEMY PERFORMS **REPEATING PATTERNS**, SOME ALLOWING COUNTERATTACKS WHILE OTHERS DO NOT. PATTERN SERIES ARE **PERFORMED IN ORDER**, WITH THE SERIES BEING RANDOMLY SELECTED BY THE SYSTEM. DURING THIS PHASE, THE ATTACK AREA MOVES TO THE **FOREGROUND**, ALLOWING THE PLAYER TO BE HIT AND TAKE DAMAGE. TO RETURN THE ENEMY TO ITS STATE 2, THE PLAYER MUST NECESSARILY **COUNTERATTACK**, KNOCKING OUT THE ENEMY FOR A FEW SECONDS, AFTER WHICH IT RETURNS TO STATE 3. IF THE PLAYER LEAVES THE ROOM, THE ENEMY DOES NOT FOLLOW. IF THE PLAYER RE-ENTERS, STATE 1 IS ASSIGNED AGAIN

THE PLAYER **CANNOT DIRECTLY ATTACK** THE BOSS OR ENEMIES. INSTEAD, THEY MUST USE THE CHARACTERS' OFFENSIVE ABILITIES TO SET **TRAPS** BEFOREHAND. THESE TRAPS ARE FORMED BY **COMBINATIONS** OF ELEMENTS SIMILAR TO THE MECHANICS OF GAMES LIKE DIVINITY OR BALDUR'S GATE (WATER + ELECTRICITY: ELECTRIC WATER, ETC.).

AFTER EACH ATTACK, THE ENEMY UNDERGOES A "**PASSIVE**" PERIOD FOR A FEW SECONDS, DURING WHICH IT DOES NOT MOVE, LEAVING IT **VULNERABLE** TO THE PLAYER. TO INFILTRATE, THE PLAYER MUST **POSITION** THE TRAP CORRECTLY TO HIT THE TARGETED PART. (SEE "**PROCESS OF ENEMY ATTACK**").

THERE ARE TWO MAIN WAYS TO **HIDE** FROM ENEMIES: **HIDE OBJECTS**: OBJECTS THE PLAYER CAN **INTERACT** WITH TO HIDE / **PROPS HIDEOUTS**: BEING **BEHIND THEM**, THE PLAYER IS NOT SPOTTED BY THE ENEMY. NOTE THAT DEPENDING ON THEIR **SIZE**, HIDEOUTS MAY OR MAY NOT BE USABLE.



FEATURE

THE PLAYER HAS THE **OPPORTUNITY** TO DEVELOP RELATIONSHIPS WITH THE VARIOUS CATS HIDDEN IN THE "MIAOU" HQ (HUB).

THE PURPOSE OF THESE **RELATIONSHIPS** IS TO ENCOURAGE THE PLAYER TO EXPLORE AND TAKE **ADVANTAGE** OF EACH ALLY'S BENEFITS DURING THEIR **ADVENTURE**.

IN THE LEVELS, IT WILL BE POSSIBLE TO FIND "**ARTIFACTS / RUNES**" WHICH WILL TAKE DIFFERENT **FORMS**. THESE RUNES CAN THEN BE OFFERED TO THE CATS TO INCREASE THE PLAYER'S RELATIONSHIP WITH THEM.

RUNES CAN BE OBTAINED IN SEVERAL WAYS. IN LEVELS, THEY CAN BE FOUND IN **CHESTS** OR DIRECTLY ON **THE GROUND** AS SPRITES, OR AFTER DEFEATING A **BOSS**. BALANCING WILL BE ADJUSTABLE THROUGH THESE **TWO METHODS**, WITH THE MOST IMPORTANT PASSIVES BEING FAVORED IN ACTIONS THAT ARE **NOT ACCESSIBLE** TO THE PLAYER (BOSS FIGHTS).

RELATIONSHIPS WILL BE **MANAGED** BY A LEVELING SYSTEM SIMILAR TO GAMES LIKE "**SIMS**" LIFE OR **STARDREW VALLEY**, WHERE EACH **GIFT** OFFERS A SET AMOUNT OF **XP**, WITH EACH CAT HAVING A PANEL OF **3 AVAILABLE** GIFTS.

RELATION



FEATURE

CATS POWER

RUNES WILL BE **BALANCED** PROGRESSIVELY DEPENDING ON THE **DIFFICULTY LEVEL**. THE FIRST, EASIER TO OBTAIN, WILL OFFER LESS XP, WHILE THE LATER ONES WILL BE MORE REWARDING. RUNES ARE UNIQUE ITEMS

AFTER REACHING A CERTAIN LEVEL WITH AN NPC, THE PLAYER WILL **RECEIVE A PASSIVE**. THESE PASSIVES ARE UNIQUE TO EACH CAT AND WILL BE **USEFUL** DURING THE ADVENTURE, **UNLOCKING** NEW BONUSES AND ADVANTAGES. THROUGH THIS SYSTEM, BLOCKING CERTAIN RUNES AND THEREFORE PASSIVES WILL BE **NECESSARY** (IF THE PLAYER DOES NOT POSSESS A CAPACITY TO RETRIEVE GIFTS).



FEATURE

EXPLORATION

DURING **EXPLORATION**, THE PLAYER WILL ENCOUNTER **NUMEROUS OBSTACLES** THEMED AROUND COOKING. THE DIFFERENT PASSIVES, ABILITIES, AND PECULIARITIES OF THE CATS WILL **UNLOCK** POSSIBILITIES FOR **NAVIGATING** THE LEVELS.

THE DIFFERENT ROOMS ARE PRESENTED AS TABLEAUX. WHEN THE PLAYER MOVES FROM ONE ROOM TO ANOTHER, A **LOADING SCREEN** APPEARS, LOADING THE NEXT ROOM WHILE THE PREVIOUS ONE IS FROZEN.

WHEN **LEAVING** THE CURRENT SCENE, ELEMENTS ARE **FROZEN**, BUT ANY OBJECTS THAT HAVE BEEN **INTERACTED** WITH, MOVED, BROKEN, ETC., **REMAIN** IN THAT STATE UNTIL A RETURN TO THE HUB IS MADE.

DURING EXPLORATION, THE PLAYER **CAN INTERACT** WITH ELEMENTS OF THE ENVIRONMENT, ALLOWING THEM TO UNLOCK PATHS, PERFORM ACTIONS, ETC.

TRAPS WILL BE **PRESENT**, ALSO IN THE FORM OF OBJECTS, WITH THEIR MAIN EFFECT BEING TO MAKE NOISE, SLOW DOWN THE PLAYER, OR EVEN PUSH THEM.



FEATURE

CATS POWER

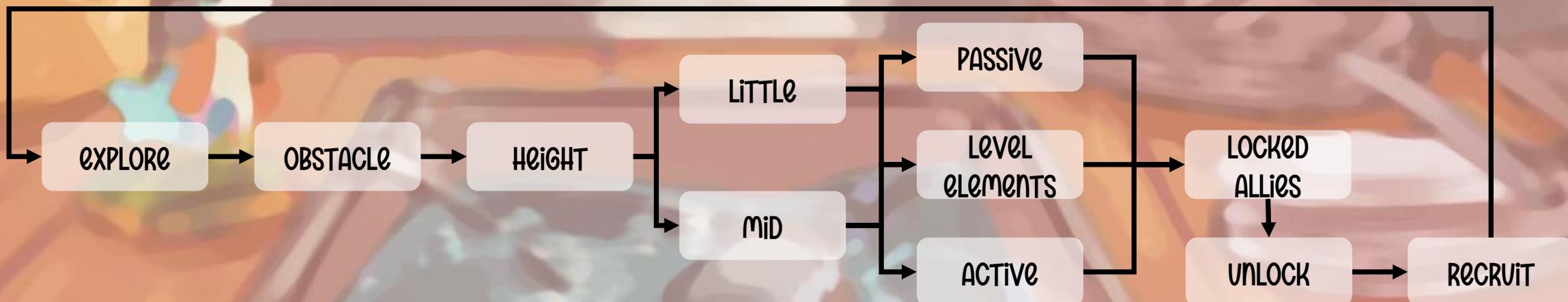
ACTIVE CHARACTERS ARE NOT DIRECTLY UNLOCKED FROM THE START OF THE GAME. DURING EXPLORATION, THE PLAYER MUST FREE HIDDEN CATS OR ACCESS THEM VIA A SERIES OF PRECISE MOVEMENTS. THE UNLOCKING ITSELF DOES NOT COST ANY RESOURCES. AFTER BEING FREED, THE CAT CAN BE USED BY ACCESSING THE HUB.

TEAM ABILITIES WILL BE EXECUTABLE. FOR NOW, THE TEAM COMPOSITION DOES NOT INFLUENCE THE TYPE OF THESE ABILITIES; THEY WILL ALWAYS BE SIMILAR. AS SOON AS THE TEAM IS GREATER THAN 1, THESE MOVES ARE UNLOCKED, AND NO SPECIFIC ACTION IS REQUIRED TO OBTAIN THEM.

DEPENDING ON THE CATS PRESENT IN THE TEAM, THE PARTNER WHO HELPS PERFORM THE GROUP ACTION WILL CHANGE, WITH NO CONSEQUENCES ON THE METRICS OR EFFECTIVENESS OF THE ACTION.

PASSIVES IN VARIOUS FORMS WILL OFFER ADDITIONAL WAYS TO APPROACH THE LEVELS, UNIQUE TO EACH CAT, UNLOCKED THROUGH THE RELATIONSHIP SYSTEM. IT IS ONLY POSSIBLE TO CHOOSE ONE PASSIVE DURING EXPLORATION, NOTING THAT EACH CAT HAS A UNIQUE PASSIVE BASED ON ITS THEME.

- FOR EXAMPLE, A PASSIVE RELATED TO A SNAIL-LIKE CAT MIGHT ALLOW CLIMBING WALLS.





GAME ELEMENTS

INTERACTIVE ELEMENTS

CAGE



FOUND DURING EXPLORATION. ALLIES THE PLAYER MUST RESCUE TO RECRUIT THEM



NPC

Sure, it's a bit overgrown, but there's some good soil underneath that mess!



ALLOWS YOU TO OFFER GIFTS AND COLLECT CHARACTERS' PASSIVES



INTERACTIVE ELEMENTS

BUTTON



ALLOWS TO TURN THE POT'S FIRE ON OR OFF



FIRE



MANAGEMENT OF ONE'S TEAM BEFORE EMBARKING ON AN ADVENTURE



INTERACTIVE ELEMENTS

SINK



TELEPORTATION TO THE HUB



WATER HOSE



WAYPOINTS USABLE IN THE HUB AS SHORTCUTS BACK TO UNLOCKED LOCATIONS.



INTERACTIVE ELEMENTS

DAMAGER



ENVIRONMENTAL PARTS THAT THE PLAYER CAN USE TO INJURE
ENEMIES



CHEST



RUNE CONTAINER





EXPERIENCE

EXPERIENCE

Noita – 2019 – Nolla Games



Hollow Knight – 2017 – Team Cherry



Terraria – 2011 – Re-Logic



NPC INTERACTION
DIALOGUE MODE
MENU / RUNES / OPTIONS
TEAM MANAGEMENT / PASSIVE
MAP

EXPERIENCE

Trials of mana – 2020 – Square Enix



Iconoclasts – 2018 – Joakim Sandberg



WitchSpring R – 2023 – Kikiwalks

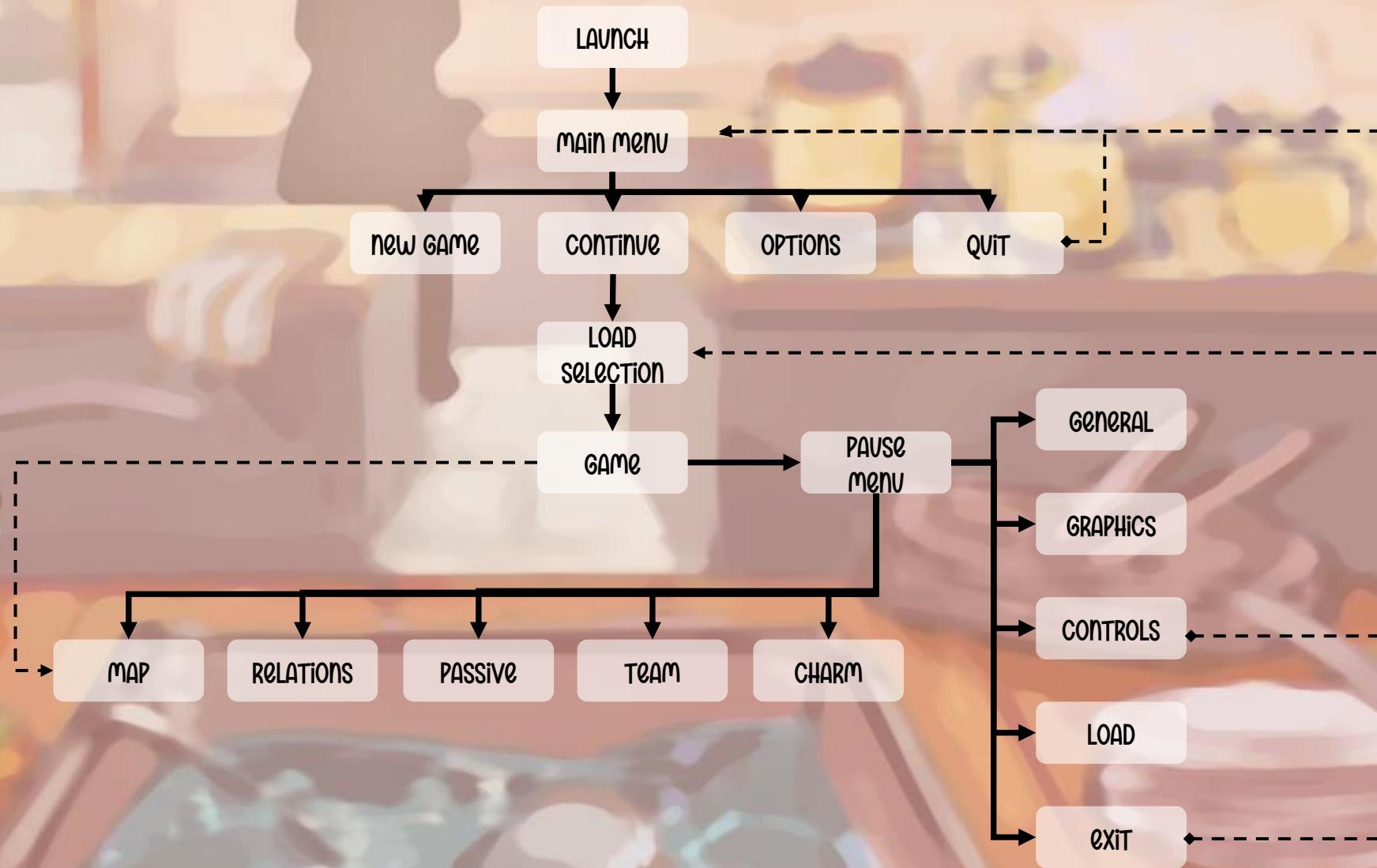


META LD
semi-open

MACRO LD
semi-open

MICRO LD
semi-open

EXPERIENCE





ENNEMIES

ENNEMIES



TYPE

BOSS

ROLE

PLAYER FIRST BOSS

MECHANICS CHECK

WEAPONS

HANDS FOR STRIKE PLAYER

LOCATION

DESIGNATED BOSS ROOM

DESCRIPTION

A CHEF SPECIALIZED IN FRENCH CUISINE. USES HIS LEGS TO STRIKE HIS ENEMIES. SKILLED AND EXPERIENCED IN COMBAT

ENNEMIES



TYPE

BOSS

ROLE

PLAYER FIRST BOSS

MECHANICS CHECK

KEEP PLAYER ENGAGED

WEAPONS

HANDS FOR STRIKE PLAYER

LOCATION

DESIGNATED BOSS ROOM

DESCRIPTION

GROOMS. KNOWS HIS ENVIRONMENT WELL. USES HIS LONG AND ELASTIC BODY TO STRIKE HIS ENEMIES. USES HIS GREAT HEIGHT TO OBSERVE HIS SURROUNDINGS.

ENNEMIES



TYPE

common ennemie

ROLE

BASIC ennemis

REINFORCE GAME DYNAMISM

PROVIDE INTEREST in infiltration

WEAPONS

HANDS FOR STRIKE PLAYER

LOCATION

EXPLORATIONS ROOMS

DESCRIPTION

BASIC HOTEL COOK. USES HIS HANDS TO ATTACK. PARTICULARLY WARY AND CONSTANTLY MOVES FROM ROOM TO ROOM.

A cartoon illustration of a cat with a brown and white patterned body, a white belly, and a white face with black whiskers. The cat is wearing a red jacket with a black collar and four white buttons. It has a small black tail. The cat is standing on a light-colored surface.

APPENDICES

PLAYER THEORIES

Bartle	Evaluation
Killer	---
Achiever	++
Socializer	+
Explorer	+++

GNS +	Evaluation
Gamism	++
Narrativism	+
Simulationism	--
Experimentalism	++

MDA +	Evaluation
Mechanic	+
Dynamic	++
Aesthetic	-
Kinetic	--

Lazzaro	Evaluation
Hard	-
Easy	+++
Serious	+
Social	--

PLAYER THEORIES

LeBlanc	Evaluation
Submission	++
Challenge	+
Discovery	+++
Fantasy	+
Narrative	-
Sensation	---
Fellowship	--
Expression	+

Gardner	Evaluation
Linguistic	---
Logical-Math	+
Naturalistic	+
Spatial	+++
Bodily-Kinesthetic	++
Musical	---
Interpersonal	+
Intrapersonal	-
Existential	--

WHAT'S NOT

Sun Heaven - 2021 - Pixel Sprout



RELATION SYSTEM

Noita - 2019 - Noita Games



SHOP

Skul the Hero Slayer - 2020 - Southpaw Games



OFFENSIVE SKILLS



NieR

Noita

ASTRONEER

Skul
The Hero Slayer

Nier Automata - 2016 - PlatinumGames



new GAME +

Astroneer - 2016 - System Era



COOP

PILLARS

EXPLORATION

NAVIGATING THE ROOMS WILL ALWAYS BE EASIER WITH THE RIGHT SKILLS.

OBJECTS WON'T ALWAYS BE HELPFUL AND CAN BECOME A DANGER; IT'S NECESSARY TO STAY ALERT.

YOUR FRIENDS ARE BEING HELD CAPTIVE; UNITY IS STRENGTH. FREE THEM TO BECOME STRONGER.

EACH CAT HAS ITS WEAKNESSES; THINK BEFORE TOSSING A CHATPUCCINO INTO A POT.

FIGHT

DISCRETION IS CRUCIAL TO AVOID ENDING UP IN HOT WATER.

THE HOTEL STAFF ISN'T STATIC; DON'T GIVE THEM A REASON TO ENTER YOUR ROOM.

AFTER A FAILED ATTACK, MERCY IS NOT AN OPTION; RETALIATION IS.

THE KEY TO SUCCESS LIES IN A GOOD TEAM, BALANCED AND RELIABLE.

SOCIALIZE

MAKING FRIENDS CAN ONLY BE POSITIVE, ESPECIALLY FOR MORE EFFICIENT EXPLORATION.

A GIFT MAY NOT ALWAYS BE EASY TO OBTAIN, BUT IT ALWAYS IMPROVES RELATIONS WITH THE RECIPIENT.

TOGETHER, THE TEAM IS STRONGER; BY HELPING EACH OTHER, NEW ABILITIES BECOME POSSIBLE.

BUSINESS



ORI AND THE WILD WISPS
\$29,99



DEAD CELLS
\$24,99



HOLLOW KNIGHT
\$14,79



SKUL
\$16,79



BLASPHEMOUS II
\$29,99



AFTERIMAGE
\$19,50

BUSINESS

Name	Release Date	Price	Lowest Price	Follower	Sales	MetaCritic (PC)
Ori	2020	29,99 €	5,99 €	188 K	2,8 M	90
Dead Cells	2018	24,99 €	11,99 €	367 K	3,2 M	89
Hollow Knight	2017	14,79 €	5,99 €	359 K	6,4 M	90
Skul	2021	16,79 €	8,39 €	110 K	1 M	80
Blasphemous II	2023	28,99 €	17,99 €	33 K	0,230 M	84
Afterimage	2023	24,99 €	11,24 €	23 K	0,2 M	79

BUSINESS

Name	Price	Sales	Refund Rate (13%)	Estimate Revenue	Taxes (20%)	Store (Steam 30%)	Final Estimate Revenue
Ori	29,99 €	2,8 M	364 000	73 055 640 €	14 611 128 €	21 916 692 €	36 527 820 €
Dead Cells	24,99 €	3,2 M	416 000	69 572 160 €	13 914 432 €	20 871 648 €	34 786 040 €
Hollow Knight	14,79 €	6,4 M	832 000	82 350 720 €	16 470 144 €	24 705 216 €	41 175 360 €
Skul	16,79 €	1 M	130 000	14 607 300 €	2 921 460 €	4 382 190 €	7 303 650 €
Blasphemous II	28,99 €	0,230 M	29,900	5 800 899 €	1 160 179 €	1 740 269 €	2 900 449 €
Afterimage	24,99 €	0,2 M	26 000	4 348 260 €	869 652 €	1 304 478 €	2 174 130 €

MENTAL

SIMPLE

FAST

SLOW

COMPLEX

DON'T
LET THEM COOK



ORI
AND THE BLIND FOREST



DEAD CELLS

MINUTES OF FUN

2 HOURS

EXPLORATION OF NEW SCENES, DISCOVERY OF NEW ENEMIES WITH NEW PATTERNS, LIBERATION OF NEW TEAMMATES. BASE IMPROVEMENT.

5 min

DISCOVERY OF THE FIRST MOVEMENT AND INFILTRATION MECHANICS.

20 min

FIRST CHASE SCENE AND ACTION SEQUENCE, ENCOUNTER WITH ONE OF THE ENEMIES. DISCOVERY OF MANAGEMENT AND RELATIONSHIP MECHANICS.

1 HOURS

FIRST BOSS BATTLE. INTRODUCTION TO BASE MANAGEMENT AND DEVELOPMENT.

40 min

FIRST COMBAT AGAINST ONE OF THE ENEMIES, DEEPENING OF THE PLAYER'S UNDERSTANDING OF MECHANICS. MASTERY OF PASSIVE AND ACTIVE ABILITIES.

