

ONIMETSU

ONE-PAGE CONCEPT DOCUMENT

GAME PITCH

A 3D Hack 'n' Slash where the player controls a demon turned into human. He slays many other demons with his samurai sword to reach the demon god and defeat him.

GENRE

Solo Action-Adventure, Fighting, H'n'S, RPG

CONTEXT

Japanese fantasy world, Edo/Meiji era, Traditional cities populated by humans and demons

GOAL

Kill the king of demon

CAMERA

Third person camera / Adaptive



Breath of the wild



Spider-Man PS5

STRENGTHS

- Fluid grounded and aerials movements
- Multiples attacks techniques and combos
- Sense of power when crushing enemies

ART DIRECTION

Cartoon / Manga

GAME MODE

Solo

Linear story, pre-designed environments and massive number of enemies.

ESTIMATED DEVELOPMENT TIME

- 1 student developer experienced in Unity
- 1-week prototyping core mechanics
- 6 weeks of production

ENGINE & TOOLS

Unity, Perforce, Mixamo, VRoid, Blender, Jira

TARGET AUDIENCE

Teenagers to adult, Demon Slayer lovers

PLATFORMS & MEDIA

PC

Release Itch.io & Steam Early-Access

CONTROLS

PlayStation or Xbox controller

GAME IDEA

STORY

Toyo is a young demon who is rebelling against old demons because he doesn't want to kill humans for blood. Thus, the demon king excommunicated him but after training among humans, he is back to change the demon world.

RULES AND MECHANICS

Moving the character in 3D by running, jumping and dashing on/from grounds, walls, and roofs. Sword attacks with buttons, combos with buttons sequences. Some attacks do range damage while other affect only the closest enemy. The player can dodge, block and counter enemies. Skill tree features to unlock attack, combos and improve the player movements abilities. Death brings back to the beginning of the combat, but the player keeps the experience acquired (fight until you win)

ARTWORK



Environments (Edo Factory - Japanese Village Kit)



Characters (VRoid studio - Examples)

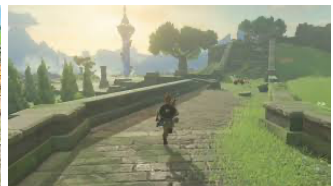
INSPIRATION



Dynasty warrior - Gameplay



Hyrule Warrior - Camera system



ZELDA: BOTW - Art design



Spider Man - Movements



Kingdom Hearts DDD- Movements



Demon Slayer - Story

MARKET POTENTIAL

Dynasty warrior - Number 2 sales chart on first week

Demon slayer - 150 million sales

Kingdom hearts Dream Drop Distance - 75/10 (Metacritic)