

ANAM



Team



CRIQUET STUDIO

GD

Guillaume BRUN : UI. Game Design

Léo CUSSERNE : System Design. Tech. Game Design

Nicolas MARTEL : LD. Production

Valentin BEAUDOUIN : Game Design. Tech

Gabriel GROLEAS : System Design. Sound Design. Game Design

GA

Nicolas SCHAEPLY : Environment

Alexandre MICHEL : UI/UX. Tech/FX. Music

Kénu BIGNY : Characters. Environment. Concept

Charlérie GUTIERREZ : LA. Environment. Concept

Pitch

When **Rauman Origins** meets
Kena : Bridge of spirits



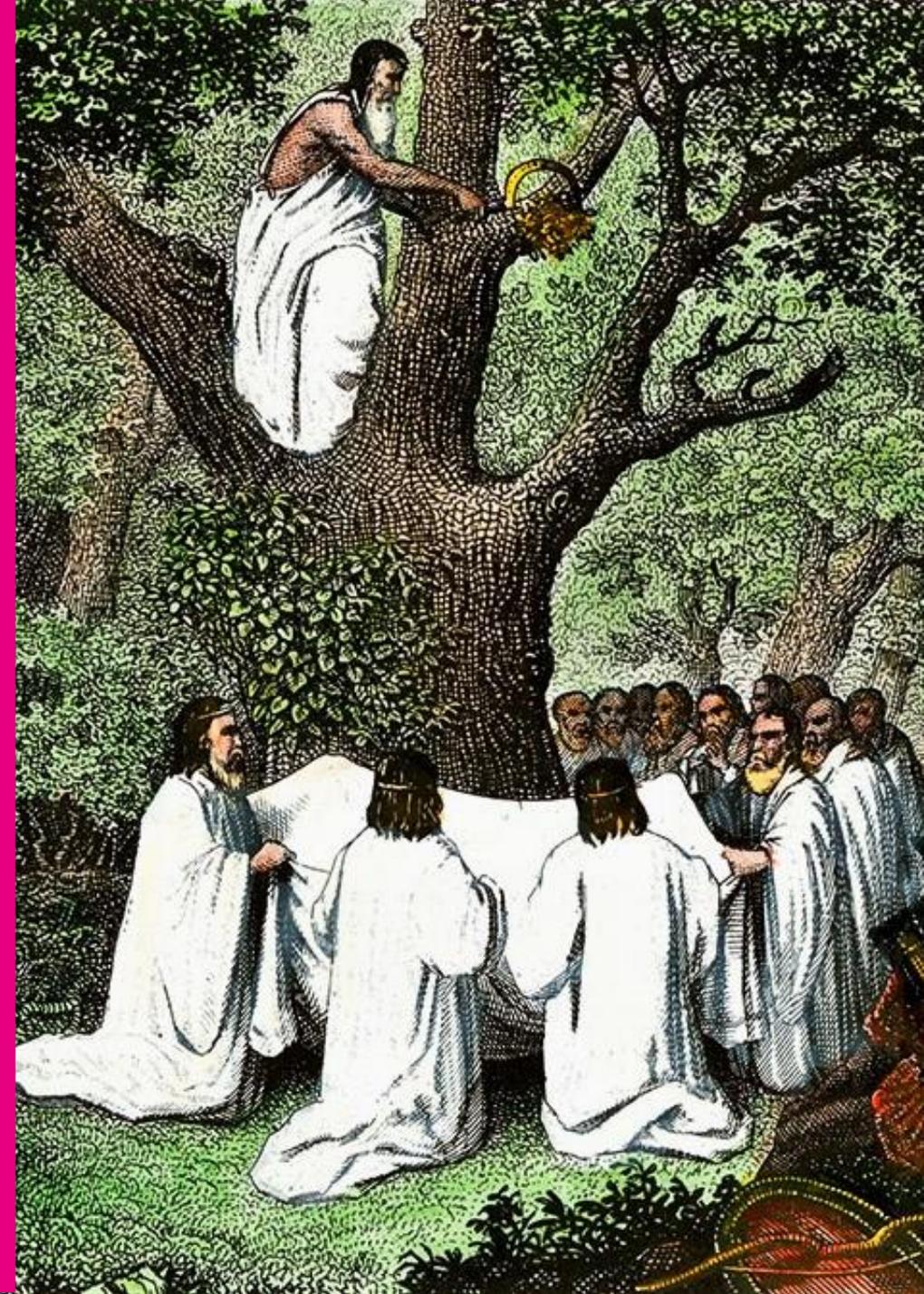
Synopsis

You play as a **young druid** who has just received his first **spirit** during the **initiation ceremony**.

But **demons** emerge from the spirit world to **capture** them.

The young hero is assigned to **repel the demons** before they attack other villages.

To do this, he must **travel** through the village and the **spirit world** with the help of his **staff** and the **spirits** that accompany him.





General informations

Genre : Action-Platformer

Camera : Sidescroller

Solo

Platforms : Consoles. PC

Target : Mid core player &

Teenager platformer fan

Business model : Premium

Game loop



Fight



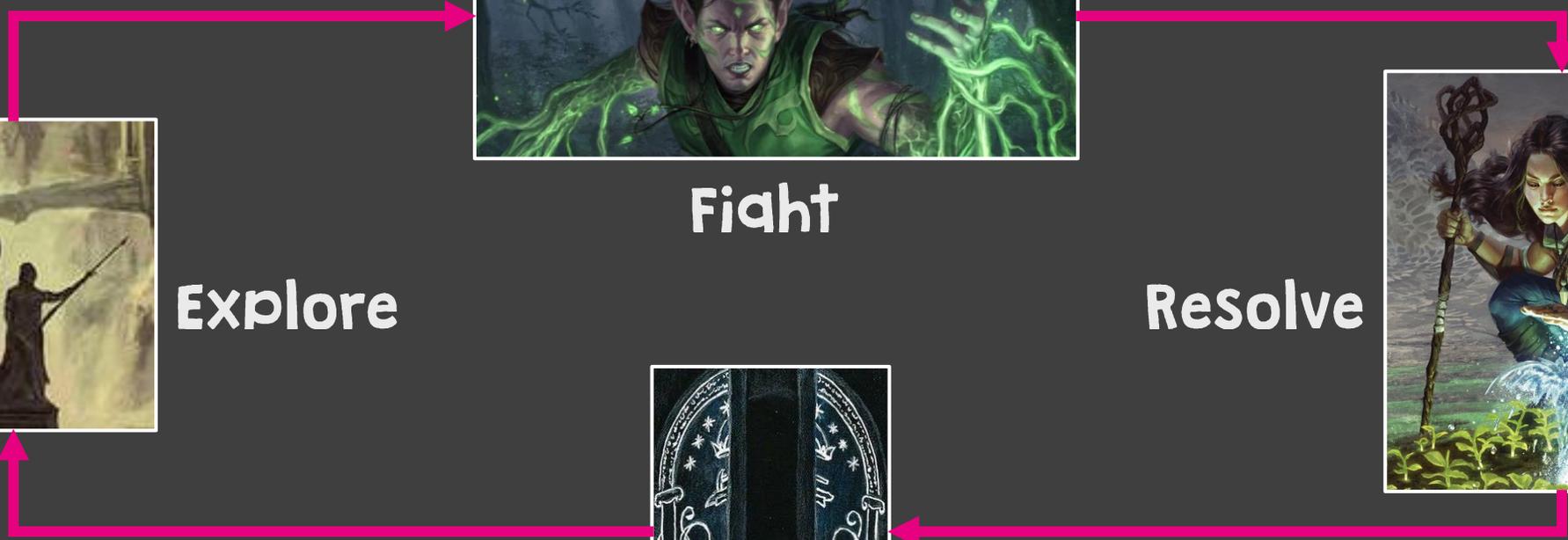
Resolve



Unlock

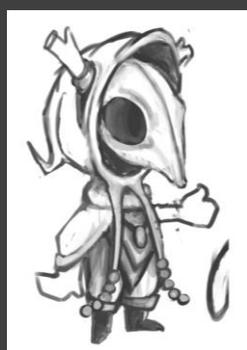


Explore



Character

Character outfit



Character

Character Weapon



Feature



Dash



Jump grab



Wall jump

Feature



Fireball



**Light-influenced
platforms**

DA



Stulized Forest – TomkaGS



Crash Bandicoot 4



Guillaume Delbarre – Reef Tales

Enemies

Concepts



Grounded



Fluina

Enemies

Models



Grounded



Fluina



Moodboard environment

Village



Guillaume Delbarre – Reef Tales



Dead Cells – Stilt village

Moodboard environment

Forest



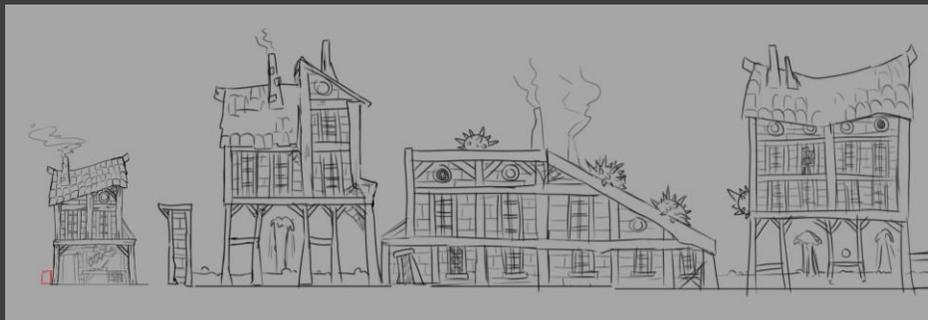
*Kingdom two crowns :
Norseland*



Ori and the blind forest

Environment

Concepts



Environment

Props



Level Final Render

First part : Village



Second part : Forest





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Coming Soon !



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