

PRESENTATION OF THE PROJECT



AND THE SLEEP OF DRUJ

BY
DOGBOX STUDIO

CONTEXT

Asa, a young girl born and raised in the street, finds herself stuck in the middle of a conflict opposing the god of light, Ahura Mazda, and the god of darkness, Ahriman. After Ahriman's victory, she is forced to run away and discovers she has abilities that make her the only one who can restrain the progression of Ahriman's evil army. With the help of mystic birds there to teach her occult powers during her journey, she is bound to become one of the most influential people of Persia as well as an important spiritual guide during the reconstruction of one among the most greatest empires of Antiquity.



Asa and the Sleep of Druj takes place in a context both historical and mythological, mixing true facts of Antique Persia from the first millennium B.C. and numerous myths and legends of that same period in Mesopotamia. The spiritual orientation of the game is supported by the eponymous hero, who will have to undergo an initiatory quest aimed at developing her magic skills in order to restore nature's vital balance. In the course of her adventure, Asa will travel through colorful and exotic worlds, in which reality, visions and dreams melt.

Asa and the Sleep of Druj is a platform/action/reflection game designed for mobile devices.

CONTEXT

The geographical situation of the game offers a great variety of environments.

Map of the Achaemenid Empire in the 5th century B.C.



Achaemenid Persia hosted one of the greatest empires that ever existed. Its territory spread from North Africa to India's boundaries. In the course of her journey, Asa will explore six types of environments:

1. The high plateaus of Babylon;
2. The deserts of Upper Egypt and Arabia;
3. The city of Persepolis;
4. Oriental jungle;
5. High snowy mountains;
6. The hanging gardens of Babylon.

GAMEPLAY

Asa's world is definitely Manichean. As a matter of fact, two divine entities symbolizing traditional and contradictory philosophical values fight against each other. Thus, Ahura Mazda, who represents truth, light, good, peace and life, is opposed to Ahriman, who embodies lie, darkness, evil, death and anger.

Every living being feels attracted to one of these gods, whose strengths depend on the numbers of worshipers they may have. Ahura Mazda's existence relies on his believers, while Ahriman's powers are based on his followers' fear and anger.

In Asa and the Sleep of Druj, players will not be confronted to living beings. On the contrary, their goal will be to save them from Ahriman and evil's hold. In order to expand his reign, the latter plunges humans and animals in a deep sleep where he scatters terror and desolation. Life as a whole thus exists in a nightmarish environment, apparently devoid of any remnant of faith in Ahura Mazda. Light itself is absent from the places controlled by Ahriman.

In the game, every sleeping living being will be accompanied by its nightmare physically materialized. Such a materialization is part of the "Druj". If players choose to fight, they will then have to measure themselves against the different nightmares encountered. As creatures are delivered and find again the path of light, Ahura Mazda progressively recovers his powers. But the more the creatures suffer, the greater the danger is for Asa. So players are led to consider very carefully the various game phases in different manners. This is why Asa and the Sleep of Druj is more than a simple platform/action game.

Asa is a third-person view and 2.5D game that offers a comfortable handiness thanks to the possibility of quickly taking control of it.

Asa and the Sleep of Druj has a "Platform/Action/Reflection" triptych structure mixed with a judicious level design that offer a great diversity of situations. Its handiness derives from the "platform" genre and offers players to take control of the game very quickly and intuitively. Thanks to this feature, the game is perfectly adapted to mobile devices and more.



GAMEPLAY

Asa is the only living being capable of evading Ahriman's dreadful sleep. Thanks to her natural affinity with natural elements, she will meet several magic allies throughout her quest. As the last guardians of life, elementals will help Asa by giving her powers provided that they are released from evil's grasp. So, when players dispel nightmares and set one entity free, the latter grants them certain magic skills, in relation to one of six elements it is connected to. These elements refer to the Persian mythology and echo back to the spiritual history of the time.

Within the game, elementals will give players the opportunity to overcome obstacles without necessarily fighting. They will be able to activate traps and mechanisms instead, natural or not, to repel nightmares. For instance, an elemental of fire will grant Asa the ability to generate fire in a delimited zone. Such a spell will make the heroine able to inflame obstacles, to light torches up or illuminate places, or to grant an action bonus during a fight. An elemental of air will help Asa move remote objects and fly across precipices or important groups of enemies.

If Asa stands in the range of several elementals of the same nature, their powers will be multiplied. If she stands in the range of several elementals of different natures, some of their powers will cancel the others out or blend according to their compatibilities. For example, the combination of air and water will give Asa the ability to invoke rain in certain zones.



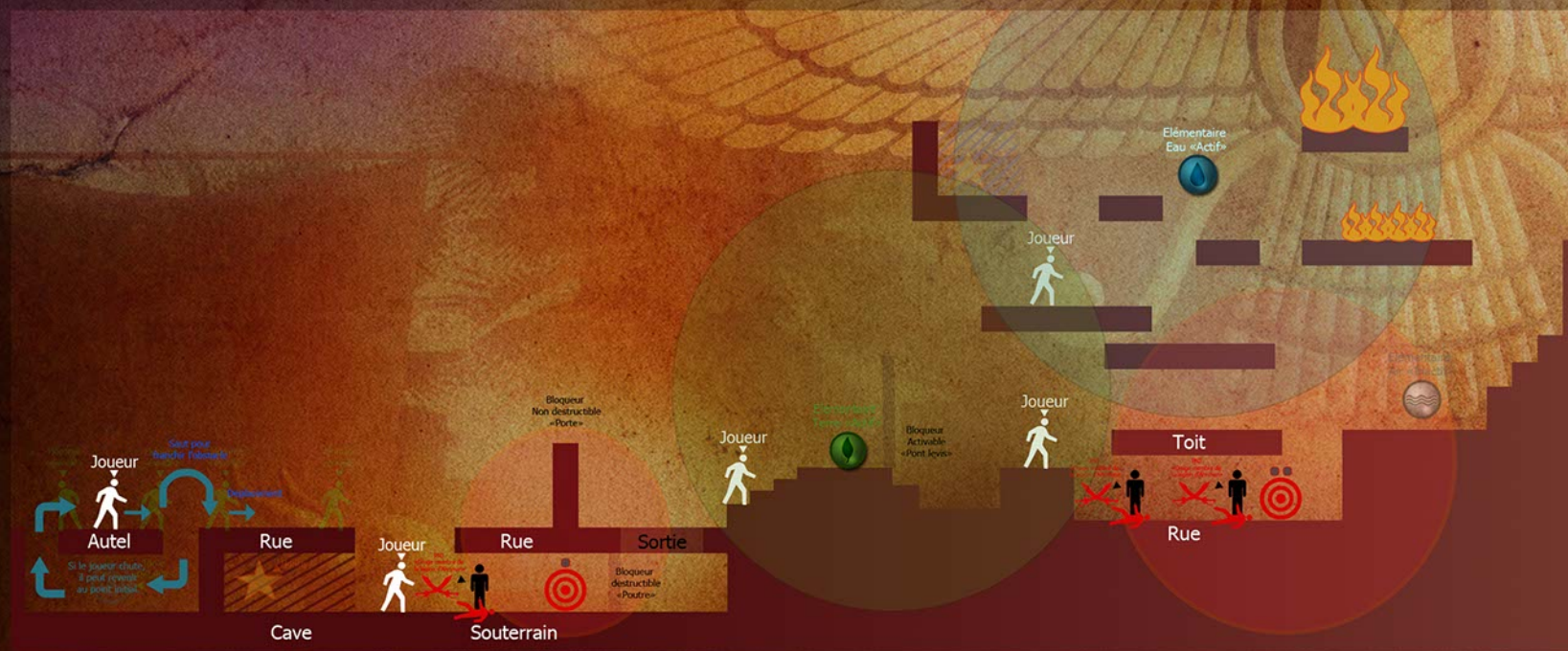
The game places the heroine, Asa, in different environments from where evil has caused all living forms to be spoilt. In each level, the goal is to wake up all the living beings. The greater the number of awoken beings is, the more life will reassert itself and reclaim the place. Moreover this will allow players to open new passages towards other zones.

Each level will be punctuated by some special confrontation. Players will have to use all the skills previously acquired in order to face imposing and tenacious bosses. Every defeated boss will grant players the power of one of the sacred birds in Antique Persia.

Sacred birds pass on their magic through their feathers, so that they constitute the main resource in game. These birds, held captive by Ahriman's servants, are essential to Asa's quest. They metaphorically represent the young woman's emancipation and her passage to a superior stage of knowledge and magic.

GAMEPLAY

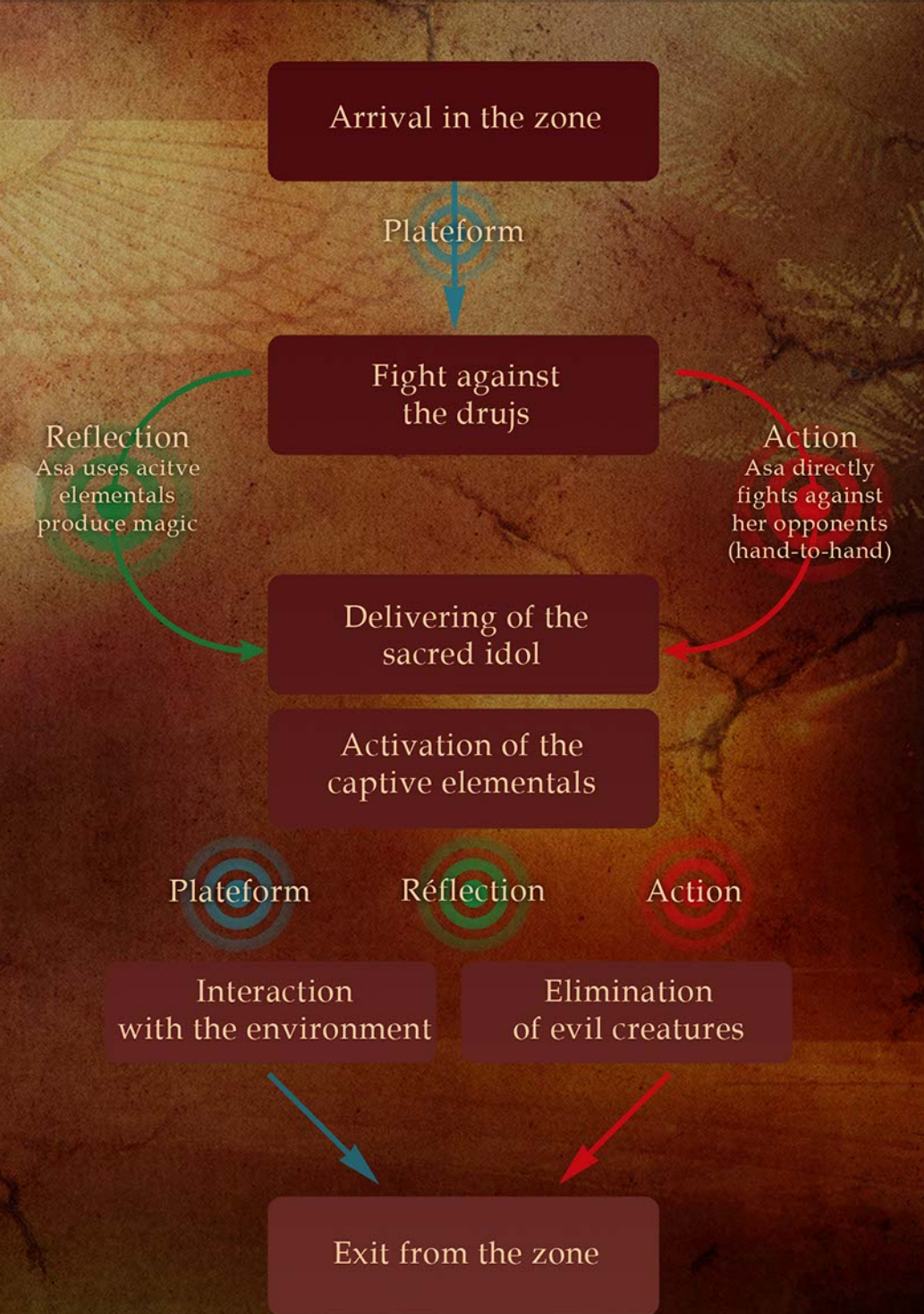
The different levels of *Asa and the Sleep of Druj* show the progression of the main character through a desolate world. Her positive actions are likely to change the aspect of the different environments, as nature comes back to life. Each released natural element helps Asa overcome obstacles by using magic. In the example of level design below, the linear progression of the main character and the way elementals and forces are organized may be observed.



In terms of gameplay, evil is spread out on Earth through the corruption of sacred idols. The goal of players will be to free the idols by killing the nightmarish manifestations of Druj that wander about them. Once delivered, the idols will channel good and bring back to life the elements around it.

The destruction of a Druj automatically frees its host (human or animal) from fear and blindness, in a word from evil's yoke.

Example of game phase.



TECHNOLOGY

PLATFORMS



Visual quality

DogBox Studios has already made the choice of the Unity 3D suite for several previous projects. Thoroughly tested, this technology both permits flexible conditions of production and a substantial graphic quality.



Environment artwork for the game



Immersive Gameplay

Allies and enemies possess a rich and diverse sample of reactions that allows them to behave in a realistic way.

Dogbox works with its partner Xaitment (specialized in AI) on a realistic AI system that goes along with a gameplay both entertaining and nervous.



Screenshot of the demo version taken on Ipad



High quality sound design

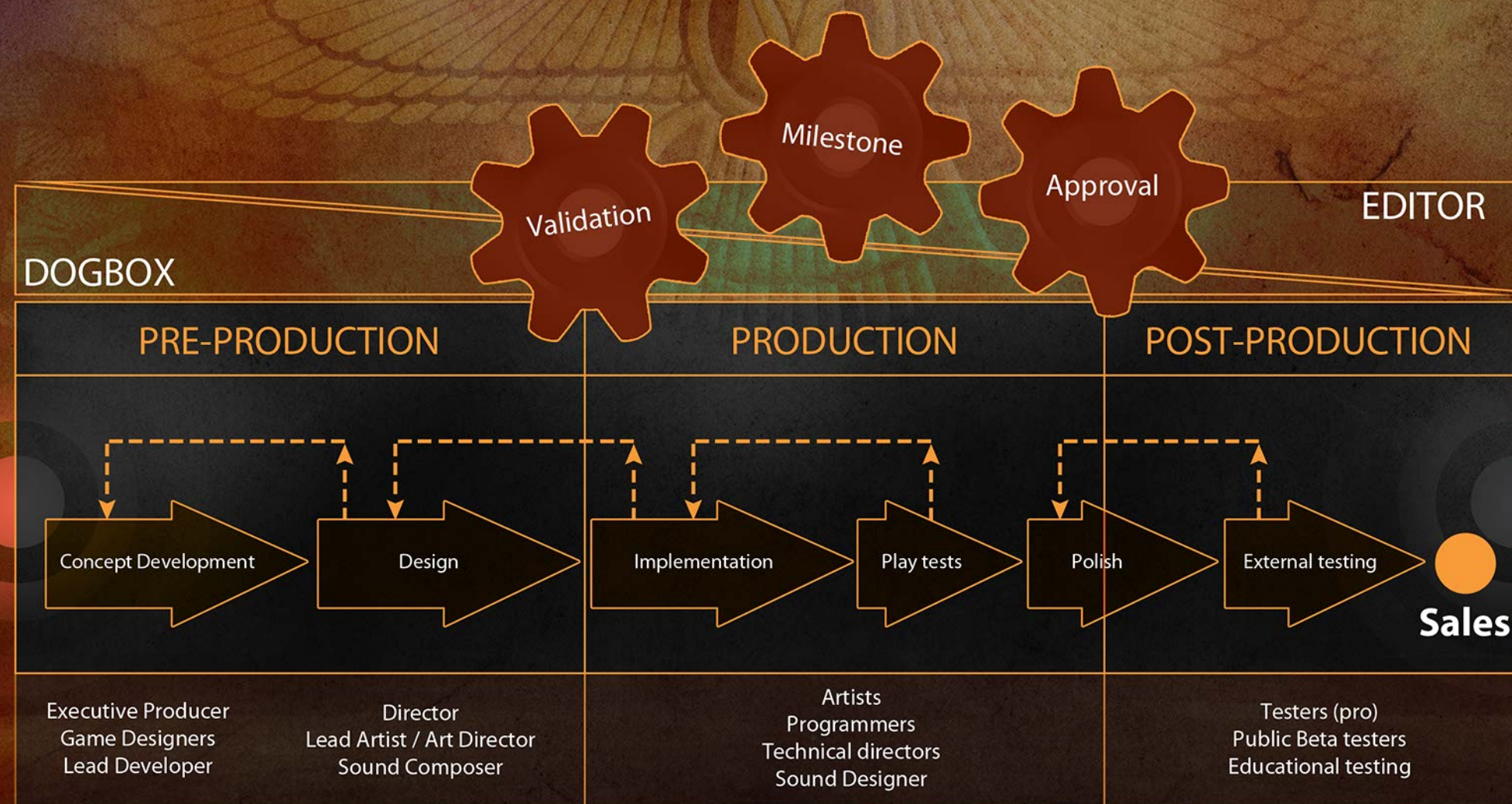
Thanks to its association with AudioGaming, Dogbox Studio's productions offer a diverse and deep sound environment, in terms of sound design and music.

Asa and the Sleep of Druj enjoys the latest sound environment AAA technology.



WORKFLOW

DogBox is an open studio of production supported by a strong network of partners eager to release ambitious projects. We work according to a "project" methodology type that allows us to reconcile quality, costs and delays.



Exchanges with our clients and partners are essential all along the development process.

REFERENCES

Since its creation in May 2001, DogBox Studio has developed and released three games on mobile devices.



XFPaintball: FPS designed for IOS platforms, from 3GS to latest generations.
Co-produced by PCB Games and DogBox Studio.
Published by PCB Games.



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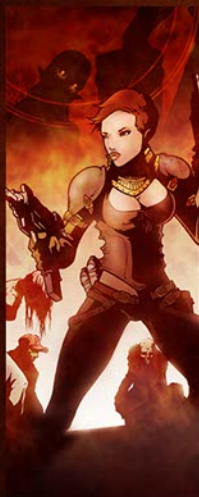
Chicken Doom : Base defender designed for IOS platforms, from 3GS to latest generations.



Co-produced by Dogbox and Audiogaming.
Published par Bulkypix.



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Journey To Hell : Third person Shoot'em up designed for IOS and Android.
Co-produced by Bulkypix, Dogbox and Audiogaming.
Published by Bulkypix.



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