

# EN GARDE!



Single Player



Action-Adventure



Third Person

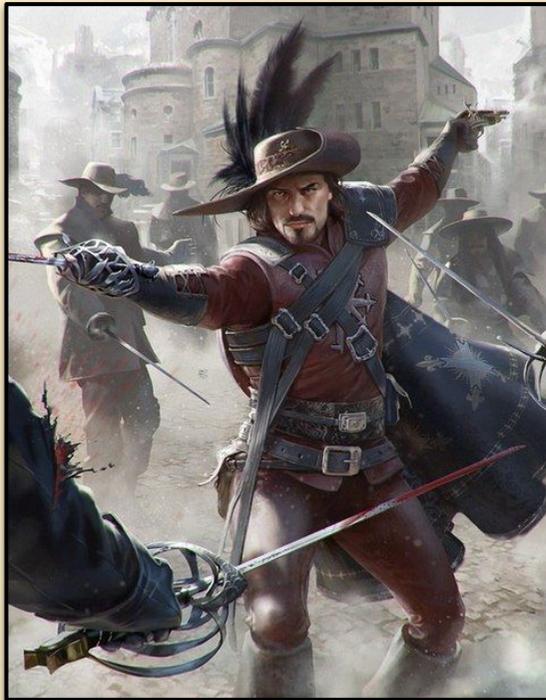


Controller

*Play as an impetuous swordswoman and fight with panache in an adventure to restore your family's honor.*



Let the player live a Swashbuckler Fantasy,  
by adapting tropes from classic works of literature and cinema into a video game.



## SWASHBUCKLING!

Fence against multiple opponents at once by using your rapier and your ruse.

## OPEN LEVEL

Move, fight & improvise with complete freedom in a palace thanks to your acrobatic skills.



## ENVIRONMENT

Turn the tables by intuitively using props from your surroundings against your opponents.

## SPECTACLE

Humiliate your enemies with panache to win the hearts of the crowd.



## HISTORICAL FICTION

A fictional setting inspired by Andalusia during the Spanish Golden Age (17th century).



## FANTASIZED WORLD

A fantasized swashbuckler world filled with sword duels, chivalric heroes and conspiring villains.



## DRAMATIC TALE

Prideful characters fighting with panache and dramatic manners to prove their valor and defend their honor.

# ART DIRECTION



## ENVIRONMENT

Warm colors and spacious areas.  
Communicate a spirit of adventure  
through the scenery.

## LOCATION

Buildings inspired by Mudejar architecture.  
Use the palace's decor to characterize the  
heroine and her antagonist.

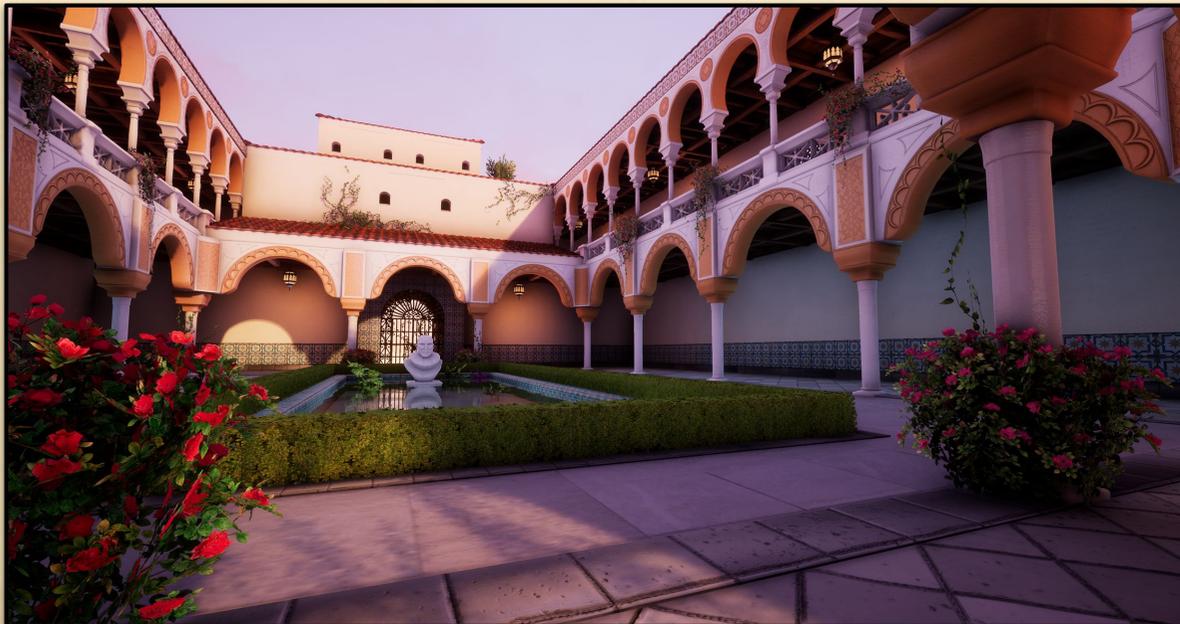
## CHARACTERS

Detailed and colorful characters, easy to  
identify thanks to their expressivity.

## SPECTACLE

References to theater and opera in the  
lighting, costumes and acting.  
NPCs used as "spectators".

# TECHNICAL SPECS



**UNREAL  
ENGINE**

## GAMEPLAY CODE

Blueprints Visual Scripting  
AIs - Behavior Trees  
Environment Query System

## ANIMATIONS

Animation Blueprints  
IK Systems  
Cloth & Physics Simulations

## WORKFLOW

Material Layering  
Sub-Level Layering  
Integrated Version Control (SVN)



**Julien FENOGLIO**  
*Art Director  
Concept Artist*



**Anaïs SIMONNET**  
*Character Artist  
Level Artist*



**Tim GUTHMANN**  
*Animator  
Technical Artist*



**Pierre CHAPELET**  
*Gameplay Programmer  
AI Programmer*



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*Gameplay Programmer  
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*Level Designer  
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*Game Designer  
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*Game Director  
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