

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)



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Level Artist*



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