

Dante / Naraku

Vigamus Academy



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Overview

Game Description

A sidescrolling action game, with run 'n gun elements, characterized by fast paced action, high difficulty, and roguelite structure.

Synopsis

D.s beloved was kidnapped by an unordinary entity: Enma, the judge of Naraku. Freeing her became his mission, and so D. embarks on a journey through the Eastern Hell and its culture.

Setting

The setting is a mix between cristian hell and japanese hell, Naraku, with steampunk elements. D. visits a new area after experiencing the journey in another hell.

About the game

Third collaboration between Vantan Game Academy and Vigamus Academy, supervised by Goichi "Suda51" Suda (No More Heroes, Killer7). The game is dedicated to the 700th anniversary of Dante Alighieri's death. The idea of merging two different views of hell is due to the objective of exchanging the knowledge of "La Divina Commedia" in Japan and the japanese hell "Naraku" in Italy.



Gameplay

Combat

The player fights and moves in a 2.5D Environment. D has access to 2 weapons and a shield. A spear is used to fend demons in melee range and a gauntlet capable of releasing projectiles allows him to attack at range.

Level Design

The structure of the levels is based on roguelite games. Each run changes the layout of the platforms. There are two levels and one boss room.

Karma System

The choices the player makes on their journey, change the way the game interacts. Choosing to use the power of sins and upgrade D, lead to more power but limits the chance of healing, increasing the difficulty of the game. Karma also affects the different endings.

Seven Deadly Sins

Inside the levels, altars containing a gem can be found. At the cost of one's own Karma, it's possible to gain temporary power-ups related to one of the seven deadly sins.

The player can use only one sin at a time. When he gets a new one, the old one is replaced.



Art Direction



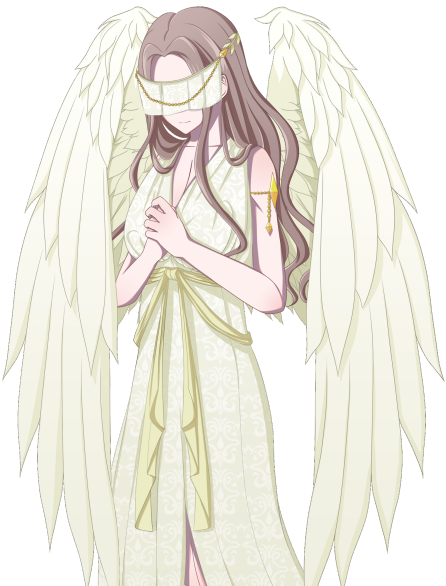


Characters

Dante



Beatrice



Concept



Demons

Fears, desires and sins cage us every day. And there are those who, even after death, make this cage their armour; these creatures lose their humanity forever and become part of Naraku.

Axe Demons: Butchers

In life they were devoured by the desire for power and blood. In the afterlife they became the butchers of Enma.



Axe Demon

Class: Butcher

In life they were devoured by the desire for power and blood.
In the afterlife they became the butchers of Enma.

Dante
NARAKU

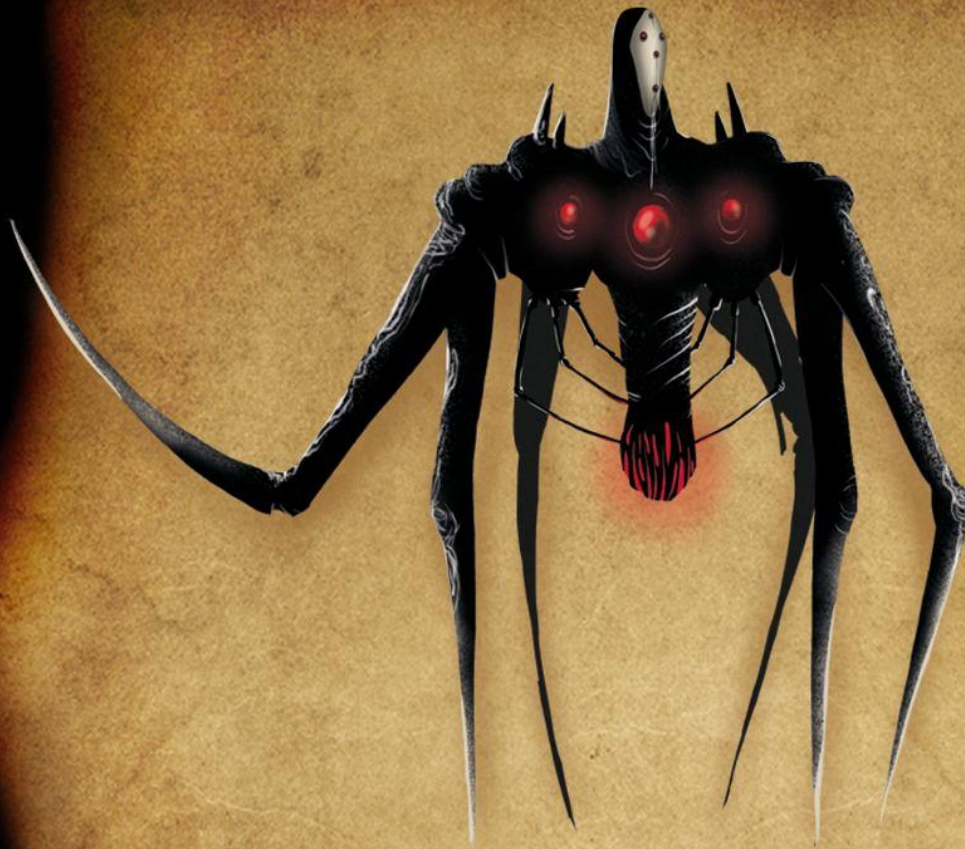
Mask Demons: Seductresses

Every piece of their body is gone, only their head remains. A maiden transformed by darkness with long black hair, pointed horns and a tongue of fire.



Spider Demon: Bonfire

Their bodies have risen, taking them quite a bit higher than men. In their chests burns an eternal fire that they regurgitate from their mouths.



Spider Demon

Glass: Bonfire

Their bodies have risen,
taking them quite a bit higher than men.
In their chests burns an eternal fire
that they regurgitate from their mouths

Dante
NARAKU

Enma

The Judge of Naraku. He who decides the fate of souls, searches out their weaknesses, finds their flaws, and is uncompromising about everything.



Enma

Judge of Naraku

He who decides the fate of souls,
searches out their weaknesses,
finds their flaws, and uncompromising about everything

Dante
NARAKU