



Overview

Live the saga of Uruz! A fantasy epic action-adventure based on Central Asian Turkish mythology and culture. Explore the ruined lands, help people, solve small puzzles, face the monsters and spiritual creatures, all in a classic, hand-drawn 2D style!

Target Audience

Ages 10 and up

Platforms

PC
Nintendo Switch (TBD)

Genre

Metroidvania
Platformer
Indie

Style

Pixel Graphics



concept

Uruz: Return of the Er Kishi is a Metroidvania style platformer game based on Central Asian Turkish mythology and culture. It was inspired by the epic tales of Dede Korkut, whose stories have been told for centuries (which is also listed by UNESCO as Intangible Cultural Heritage of Humanity)

Uruz: Return of the Er Kishi is about a brave warrior who is a prince and son of Kazan Bey. It tells the young boy's story where he has left his home to fight the legendary creatures, evils of the underworld and the gods of darkness.

s t o r y

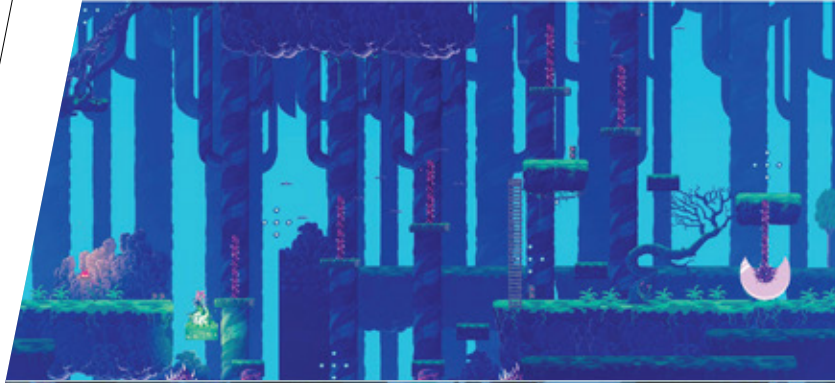
Uruz uses the power of Turkish mythology to create its own world in terms of storytelling and graphics. Unique concepts of this mythological world encompass our story throughout the game. It combines different unique materials from Dede Korkut's stories and the cultures of different Turkic communities. This results in fresh ideas, unique concepts and an unusual storyline.

m e t r o i d v a n i a

Metrodvania is a subgenre of action-adventure video games. Metrodvania games generally feature a large interconnected world map the player can explore, though access to parts of the world is often limited by doors or other obstacles that can only be passed once the player has acquired special items, tools, weapons or abilities within the game.

a r t s t y l e

Uruz: Return of the Er Kishi shines out with its unique pixel art style. This incredible Hand Drawn 2D Pixel Art style has a great resemblance with traditional Turkish miniature art as well as carpet and rug designs. Also since it's the first computer game which draws its inspiration from Turkish mythology, it showcases a whole new graphic world for the gamers

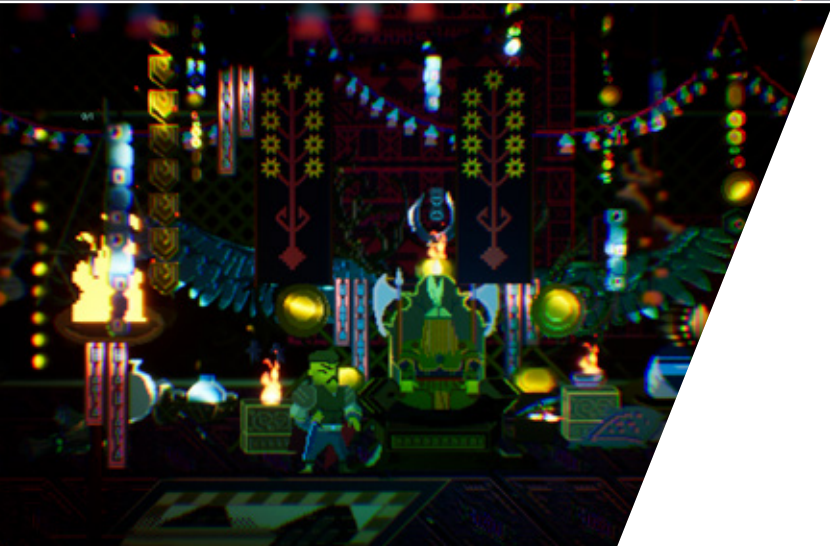




story

The legendary talisman which binds and separates underworld and surface of the earth where human lives get stolen by an unknown force. It causes the hordes of darkness to unleash their fury onto the lands of Oghuz tribes.

Uruz has to escape his village to find help and on his way, he meets the spiritual leaders, shamans of the land. They guide Uruz with the help of gods to fight the forces of darkness and claim the talisman. As he wins his every battle, he comes close to become the Er Kishi, the chosen one.





target audience

Uruz:Return of the er Kishi has an expected ratings of ages 10 and up. This age group of players are able to make constant decisions-making, long-and short- term planning, possible bluffing, possible misleading of opponents, predicting behavior, devising alternative plans of action, manipulation and keeping track of several game pieces and elements. Targeted audience age range is 10-35 who like fantastical stories with action elements as well as puzzles.

player taxonomy

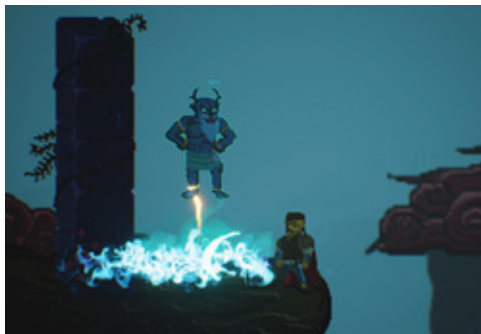
Uruz:Return of the Er Kishi will mostly killers and achievers player types according to Bartle Player taxonomy. Killers thrive on rivalry competition and vengeance. High dose of action, violence, destructible environments Achievers crave for quantifiable measures of their accomplishments. Bonuses, rewards, collectables. Leader boards for being particularly good at something in the game world.

gameplay mechanics

Movement:Walk, Run, Crouch, Jump
Melee & Ranged Attacks: Attack system based on succesful attacks.
Holding on Ledges
Climbing Ladder
Flying with Animals
Riding Animals

quests

While exploring the world of Uruz: Return of the Er Kishi player will track the main quest line. But for more experience and joy there will be side quests too.



Inventory System (10 items limit)

Take
Drop
Throw
Use

Enemy Mechanics

Patrol
Ranged Attack
Attack
Spawn other enemies

Interactive Objects

Doors
Chests
Breakable objects
Altars
Animals

Nazar Powers

Decreases by: consuming Nazar power
Increases by: poisons, killing enemies, collect from world

Experience Points

Level Up
Hit Points
Attack Points

Collectable Items

Nazar
Gold
Arrow

Game Core Loop

Level 1 Get/Learn 1st Quest > finish 1st Quest
> Level up > Get/Learn 2nd Quest > Finish 2nd Quest > Boss Fight > Level 2

Technical Design

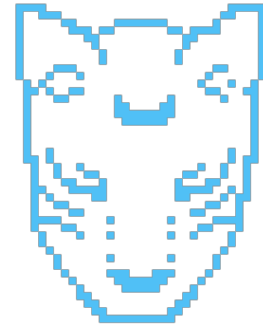
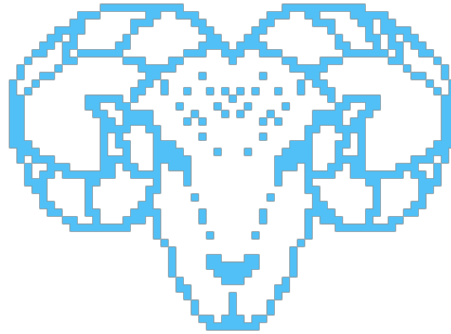
Unreal Engine
Github
Photoshop
Graphicsgale

Shop

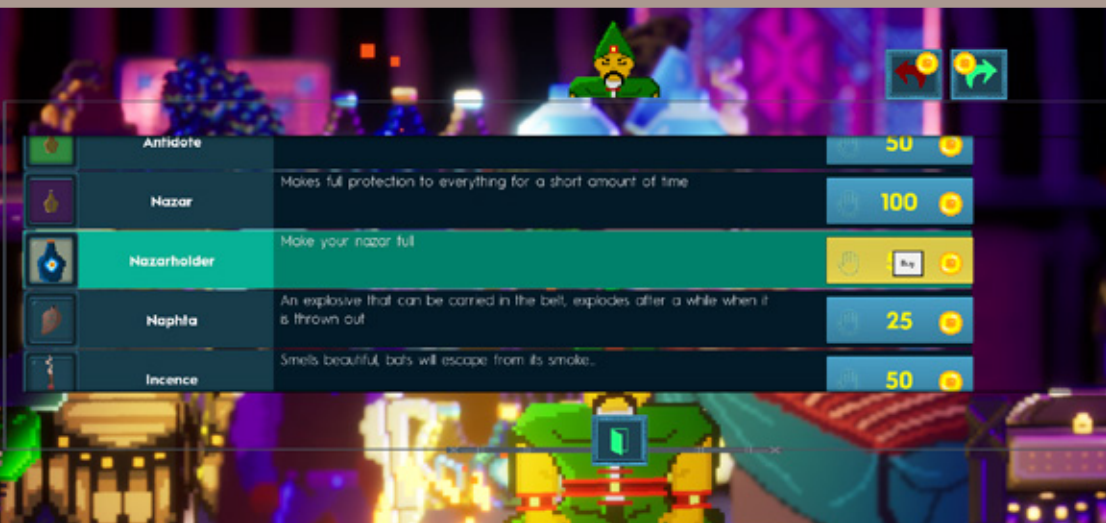
Buy items from local shop

nazar powers

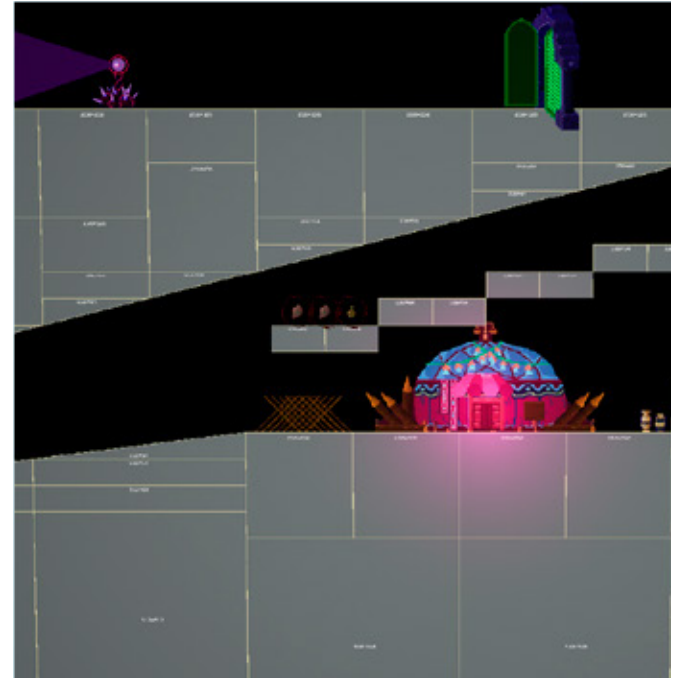
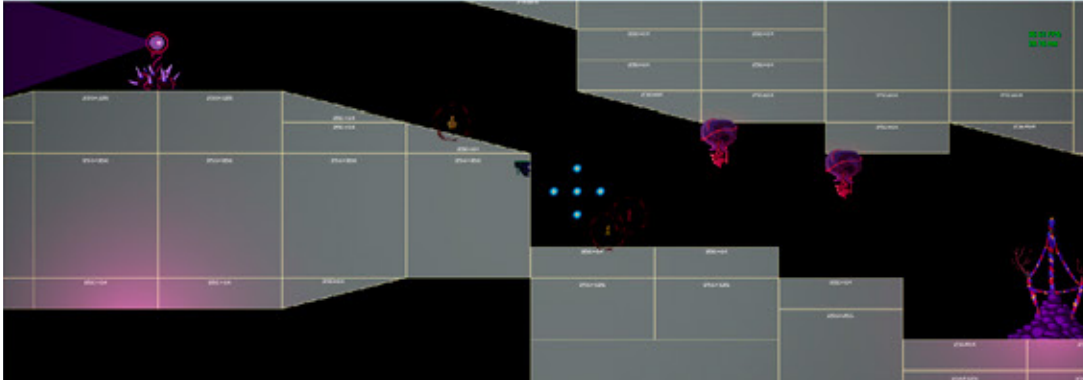
Player can summon spirit animals with Nazar power



UI / UX



Level Design



controllers

Space Jump

A/D Move

S Crouch Jump

Q Quest Tab

E/Enter Interaction

V Shield

Left Alt Select Nazar Power

Z Use Nazar Power

Shift+R Click Release

Shift Toggle Item

Shift + Mouse Scroll Select Item

Shift + E Use Item

Ctrl Dash

Esc Menu

L Click Attack

R Click Ranged Weapon Mode



m e e l e e w e a p o n s

Tartar Sword



Double Sword



Mace



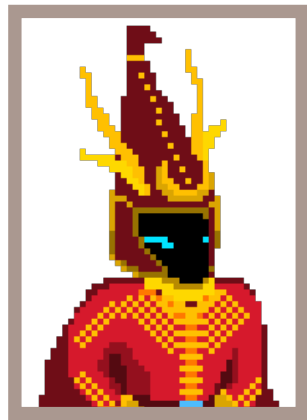
Axe



Spear



THE ER KISHI



U R U Z



n p c ' s



Burla Khatun

M o t h e r o f U r u z



Kazan Beg

F a t h e r o f U r u z



Karagone

T r a i n M a s t e r



Eje Khatun

C i t i z e n

s h a m a n s



Elder Kam

S h a m a n



Grizzly Deer

S h a m a n



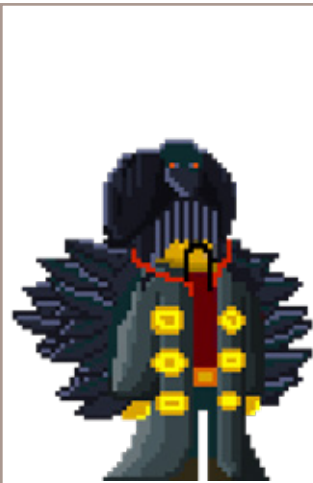
Aba Khan

S h a m a n



Mother Od

S h a m a n

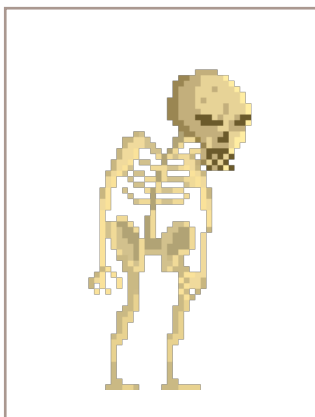
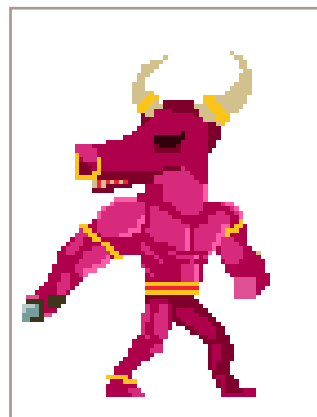
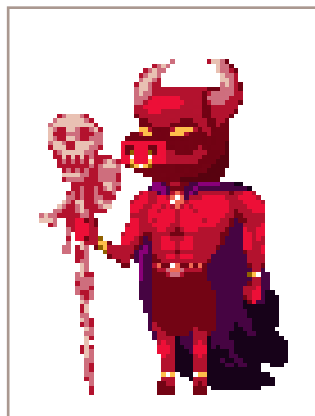


Dusky Raven

S h a m a n



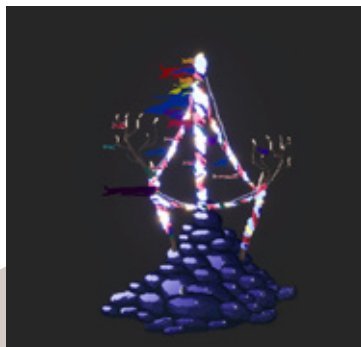
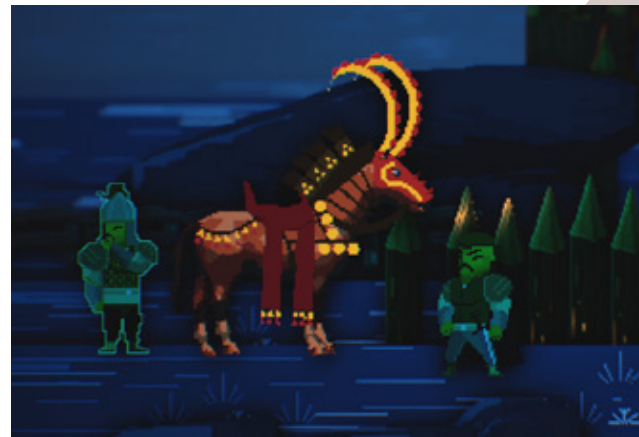
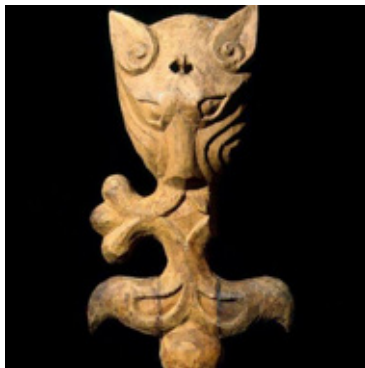
some enemies

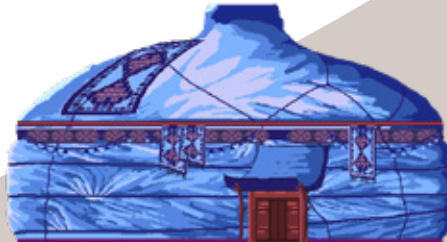
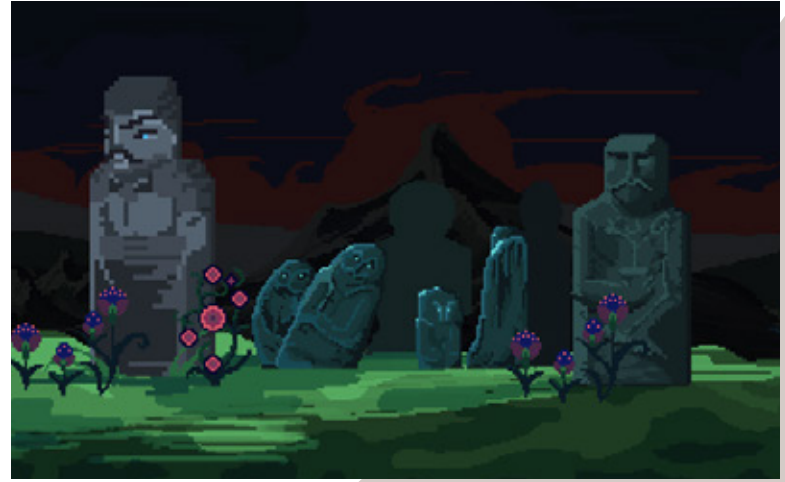


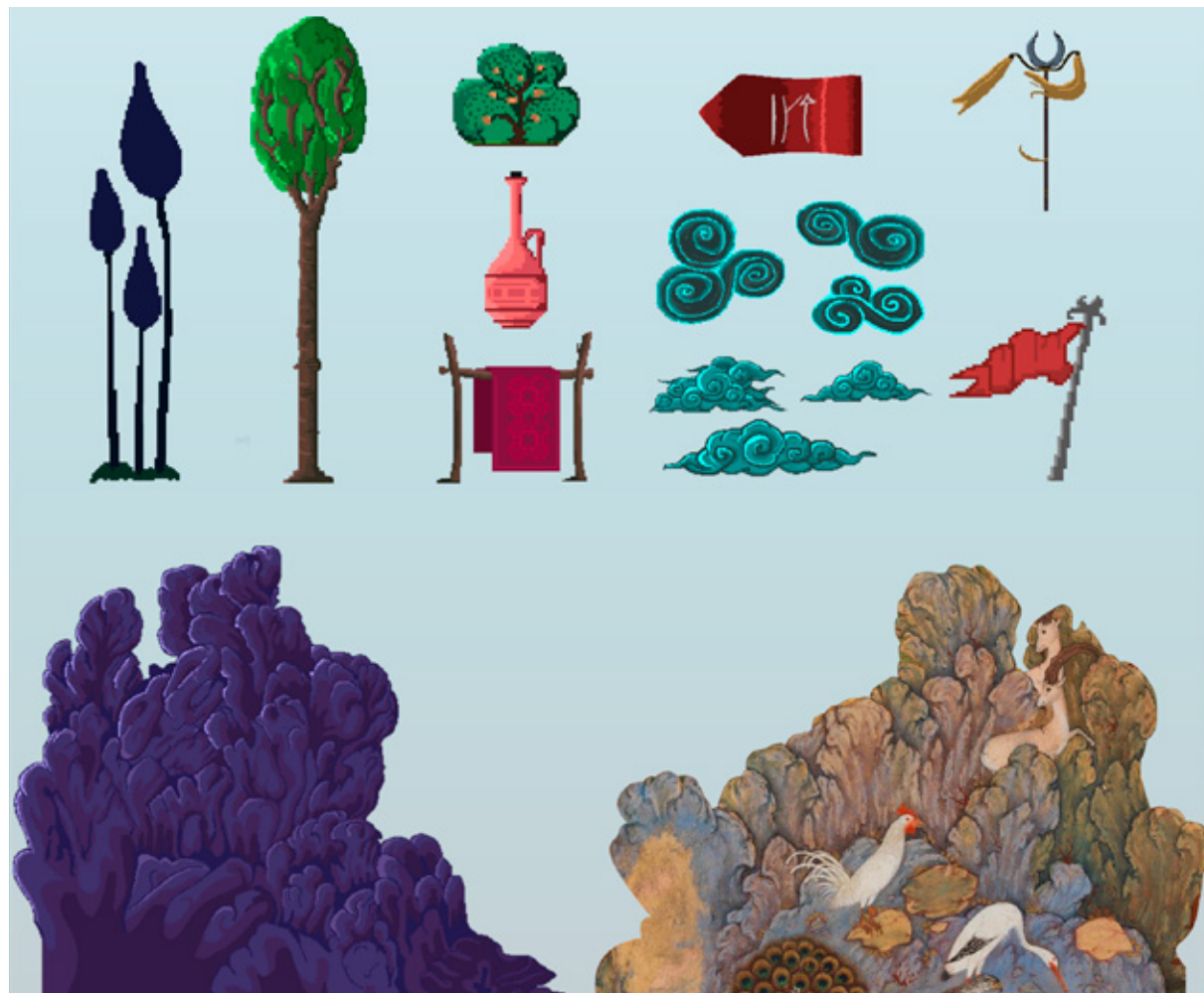
some bosses



art style guide









Kızıl İnce
Kızıl İnce

Biraz daha fazla

Önce siyahı hak
edebilirsin.

Ak Oba

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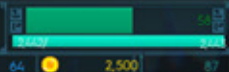
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ESCAPE FROM WHITE VILLE

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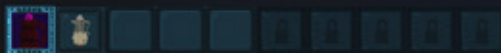
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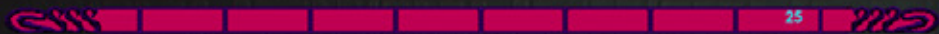
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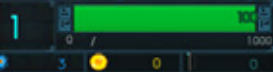
Extinguishes ignite, stops burning and makes it non-flammable for a period of a time

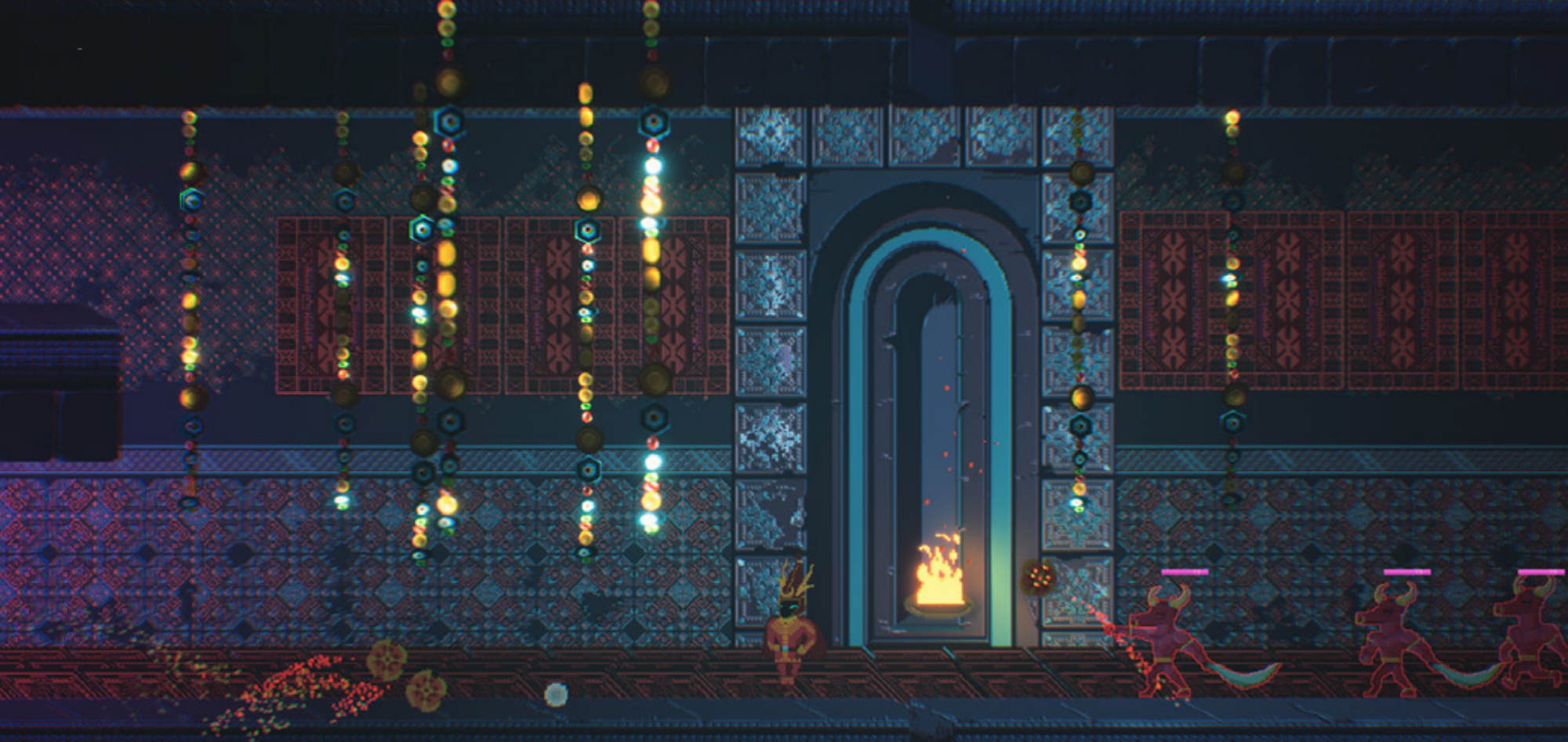
Aitran





Tepegöz'ün İni





Tapınak

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Harcanabilir bütçe puanın var!



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Mana Alemi

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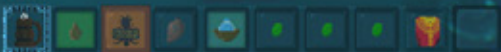
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bir süreliğine zarar +5.50 artar.

Aynan





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