

SADHANA

THE WAY BACK



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CONCEPT

Pitch

Sadhana is a mobile adventure game presenting an initiatory quest that combines puzzle-solving with interactive narration.

In the world of Sadhana, inspired by Indian tradition and mythology, the player accompanies a warrior on a mystical quest on the path of yoga. The word 'Sadhana' means 'spiritual journey' in Sanskrit.

Gameplay principles

The game presents a sequence of chapters. Each one examines a particular subject in the philosophy of yoga. In every chapter, the player has to complete a certain number of stages/phases to achieve resolution.



“Guide Svetaketu, a warrior and a tiger among men. Help him to free himself of his attachment to worldly things, lead him to master supernatural powers and, in his company, you may experience an awakening.

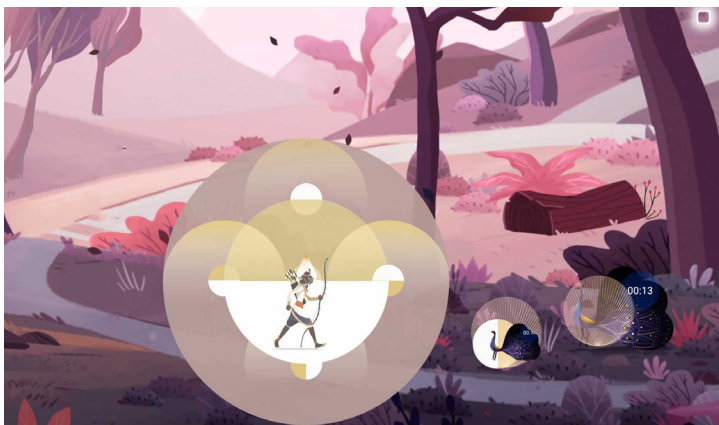
In the course of the journey, your power will increase with abnegation.”

There are three types of game phase in Sadhana:

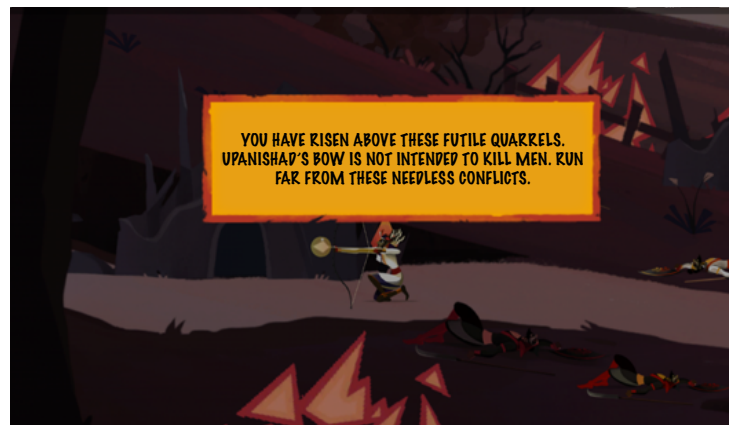
I - Exploration : the player moves Svetaketu around and explores different locations. Svetaketu meets other characters and talks to them. He interacts with different items to progress (collectables, special objects). He is also free to “resonate” (specific gameplay) to get to know the location better.

II - Puzzles : the player has to identify key locations and then use resonance or abnegation gameplay to solve puzzles and collect the flames of knowledge.

III - Combat : Svetaketu's inner demons may materialise and bar his way. If so, the player can use a magic bow to eliminate the threat. They choose the angle and force of the shot and let go to fire the projectile.



Resonance gameplay



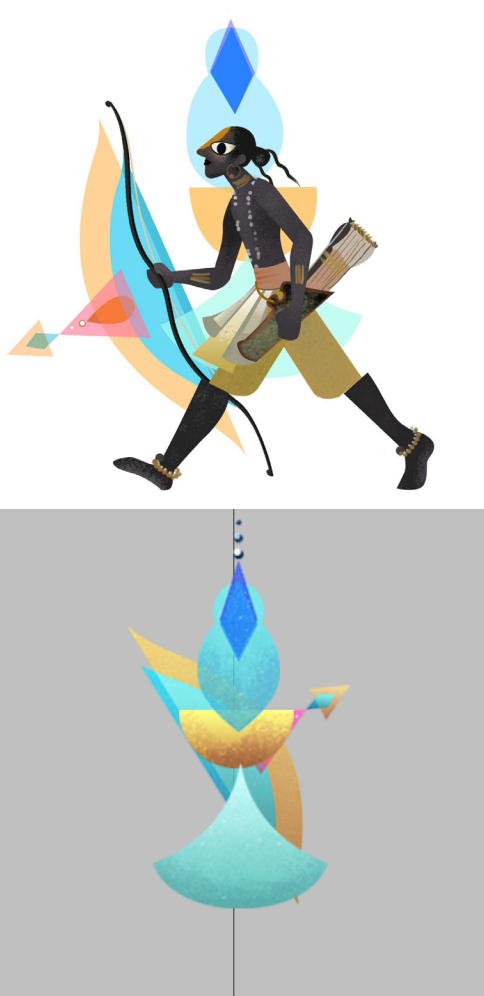
Combat

A proud warrior discovers a new dimension beyond the material world. Through successive acts of abnegation, he gives up beings, things and his individuality, and his perception of the world sharpens and allows him to achieve ultimate knowledge, which is also ultimate liberation.

In this initiatory quest, the player experiences the adventures of a yogic path of enlightenment.

Originality

Sadhana is a videogame with a strong graphic component whose world evolves and is deconstructed as the player makes progress. Through the prism of geometrization, the world and the figurative elements that form it gradually reveal their essential forms to the player.



Partners and service suppliers

ARTE – Television channel producing audiovisual content



ARTE is a public channel whose task is to further understanding between Europeans. Alert to the world and with a gift for spotting talent, ARTE captures the zeitgeist, assists all kinds of creativity and ensures that cultural diversity and innovation remain at the heart of its programming. For a number of years, ARTE has been coproducing videogames such as Type:Rider (2013) and Californium, and is working on the development of new digital content with the aim of distributing its future video entertainment productions.

CCCP – Independent videogame development studio



CCCP is an independent game and serious-game development studio based in Tourcoing and Valenciennes. It was set up more than ten years ago and is notably a specialist in the 3D Unity engine, which facilitates the distribution of products across all platforms (PC, MAC, Online, Mobiles, Tablets, VR). The studio has created critically acclaimed independent productions such as Ludomedic (2011) and Dead in Bermuda (2015), whose sequel, Dead in Vinland, was released on 12 April 2018.

Play in Lab – Videogame testing lab



Play in Lab is a playtest and quality-control lab based at La Plaine Images in Tourcoing. Its state-of-the-art equipment and modern observation and experimentation methodologies make it an ideal partner to conduct the playtest phases planned as part of the production of Sadhana.

LIST OF WRITERS AND PARTNERS

Ana Maria DE JESUS - Writer and Artistic Director

Moving on very naturally from interactive productions to videogaming and from the Ateliers Varan to Les Gobelins, Ana Maria De Jesus specializes in narration and interactive design. Graphic artist, scholar of code and pioneer of the web documentary, she has in particular been responsible for Thanatorama and the interactive graphic novel *Les Fantômes de Google Street* (*The Ghosts of Google Street*). She is the third eye of *Sadhana*.



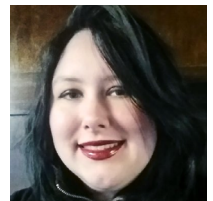
Julien GUINTARD - Narrative designer

Journalist and editor-in-chief of *Le Magazine du Monde* and *Courrier International*. After working on many free word games for the daily newspaper *20 Minutes*, Julien decided to monetise his word skills a little more, first with Condé Nast and then with the *Le Monde* group. Meanwhile, he discovered Vedanta. Today, he knows that all is Brahman and nothing more. The next step is to achieve it.



Morgane LAINARD - Game designer

Morgane is a Services and Communications Networks technical graduate from the University of Toulon-Var. She was awarded a professional degree in the Design and Coordination of Videogame Worlds by the University of Montpellier III. She is a Game Designer and Level Designer and specialises in ergonomics and the popularisation of educational content. One of Morgane's great goals is inclusivity in videogames.



James BLACKSHAW - Music

James Blackshaw is an English guitarist and composer whose mastery of the 12-string acoustic guitar, coupled with his sensitivity, position his music somewhere between the minimalist subtlety of a Steve Reich or Terry Riley, and has led him to explore the art of traditional and folk music. Writer of more than a dozen original albums, he was also asked by composer Yann Thiersen to write an original piece of music to celebrate one hundred years of the character *Fantômas*.



Development

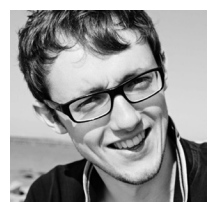
Manon BERTIN - Game artist

Manon is a graduate of Pôle IIID in Tourcoing, Digital Director, option Videogames. Manon creates graphic content, particularly the environments of *Sadhana*. A great lover of culture and Japanese art, Manon was delighted to also discover Indian art. She enthusiastically explores the links between those two cultures.



Jacques DEDEKEN - Game artist

Jacques is a Management & Game Art graduate of Supinfogame in Valenciennes. He is responsible for the production and animation of the colouring of certain characters.



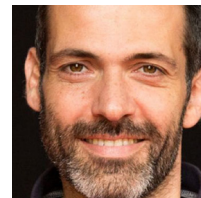
Nicolas MUTEL

Nicolas is a fast, efficient Flash/Unity/Other programmer. Nicolas was awarded an IT technology university diploma from Maubeuge in 2005. Subsequently, he worked as a Java (mobile) and Objective-C (iPhone) developer for IP4U. Nicolas specialises in development for mobile devices (smartphones and tablets).

Production

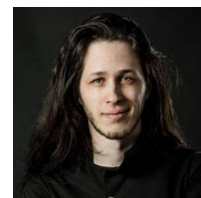
Jérémy POUILLOUX - Producer

A producer of fictional films and documentaries, and the associate producer of LA GÉNÉRALE DE PRODUCTION, Jeremy works on the production of interactive programmes and films. He is also well-known as a specialist in innovative content. He is the founder of I LOVE TRANSMEDIA. He teaches innovative narration in a number of schools and is also regularly invited to sit on grant panels (CNC, Ville de Paris, SACD, Pictanovo, etc.). Jeremy is a member of PXN.



Jordy EMBUN - Head of project

Jordy has a Master's in videogame project management from ISART Digital Paris. He coordinates different specialities, inventories work done and pending, and manages information flow. He also supervises budgetary compliance. Jordy specialises in communication between the client and team.



Other staff

Simon BACHELIER - Production officer

Simon Bachelier is a self-employed freelance production officer who has worked for videogame studios for a number of years. Aside from the management of videogame projects, he organises and produces events dedicated to digital arts and alternative scenes in his particular field (NotGames Fest, Zoo Machines, IndieCade Europe, etc.)



Cécile BECKER - Content consultant

Cécile Becker is a doctor of art history. Since 2004, she has run the cultural and educational department of the French National Museum of Asian Arts (Guimet) in Paris. She teaches Indian Civilisation and Art History at the University of Paris-Sorbonne. She is also conducting research in two areas: the incidence of cultural and aesthetic transfers in interpersonal relations and the development of Asian religions and related artistic phenomena.



Funding

We need €100,000 to finance the last stage of production and the marketing phase of the game.

Production planning

1 month of development from the reception of funding

- Design
- Animation
- Programming
- Sound design

2 weeks of testing

- 1 week of beta testing
- 1 week of debriefing

2 weeks of game-design diagnosis

2 weeks of adjustments (programming and animation)

2 weeks of marketing preparation

Marketing

In addition to ARTE's marketing, we will be working with a publisher (we are in discussions with Playdius in particular) to position the game in different stores.

We also plan to be present at the main festivals.

In terms of user populations, we are working on concentric targets:

- ARTE's viewers
- Populations who enjoy independent games
- Populations interested in Yoga and spirituality

Finally, we are planning partnerships with influential YouTubers:

- Aypierre
- Danfield
- As2piK

We also plan to set up a bartering deal with a private advertiser (e.g. SNCF, Air France, motorway companies) for presales of the app at a negotiated price in exchange for publicity on their networks.