



THE STRIVE

Seize the opportunity!

A stylized, low-poly landscape illustration. The background is a gradient of warm colors, from deep purple at the bottom to bright pink and orange at the top, suggesting a sunset or sunrise. In the foreground, there are dark, silhouetted mountains and several pointed, tree-like shapes. A large, bright yellow sun or moon is partially obscured by the mountains in the middle ground. The overall style is modern and geometric.

01

WELCOME TO KAIRÓS

Success awaits above...



WELCOME TO KAIRÓS!

Kairós is the mountain of good fortune. An ancient legend says that anyone who works hard enough can get to the top of it, getting lifetime benefits from its treasures.

Now, it is your turn to **strive for the top**.



WELCOME TO KAIRÓS



FACE KAIRÓS



The background is a stylized, low-poly mountain landscape. The sky is a gradient of warm colors, from light pink at the top to deep purple at the bottom. A large, white, circular moon or sun is positioned in the upper right corner. The mountains are rendered in various shades of purple and pink, with sharp, angular peaks. In the lower left corner, there is a small, dark blue evergreen tree and some dark, silhouetted bushes.

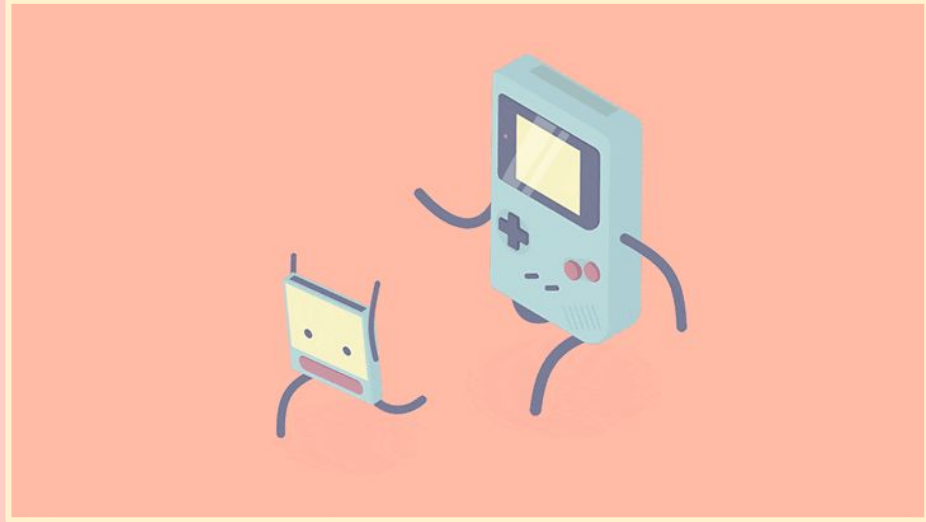
02

THE GAMEPLAY

Challenges are not always the
same

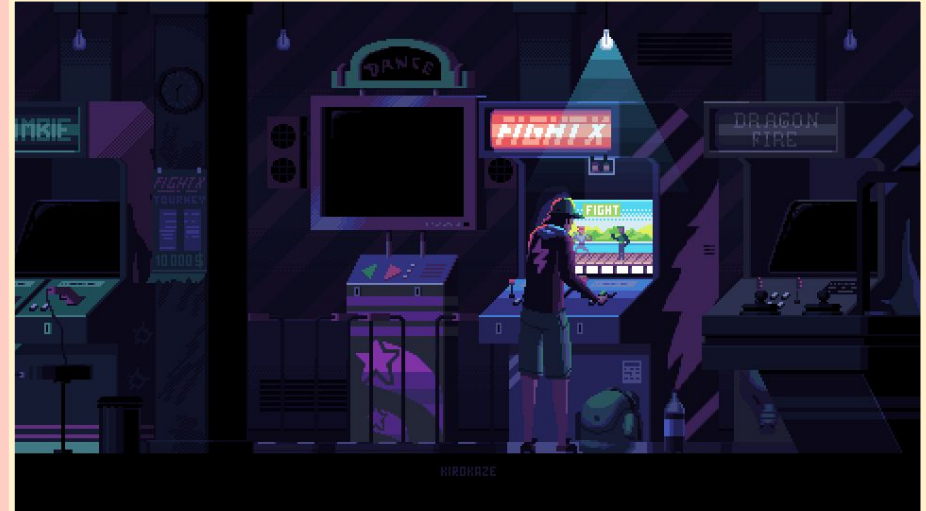
THE GAMEPLAY

- The game is comprised of one single level.
 - > requires platforming and puzzle-solving
 - > complete as quickly as possible within a time limit.



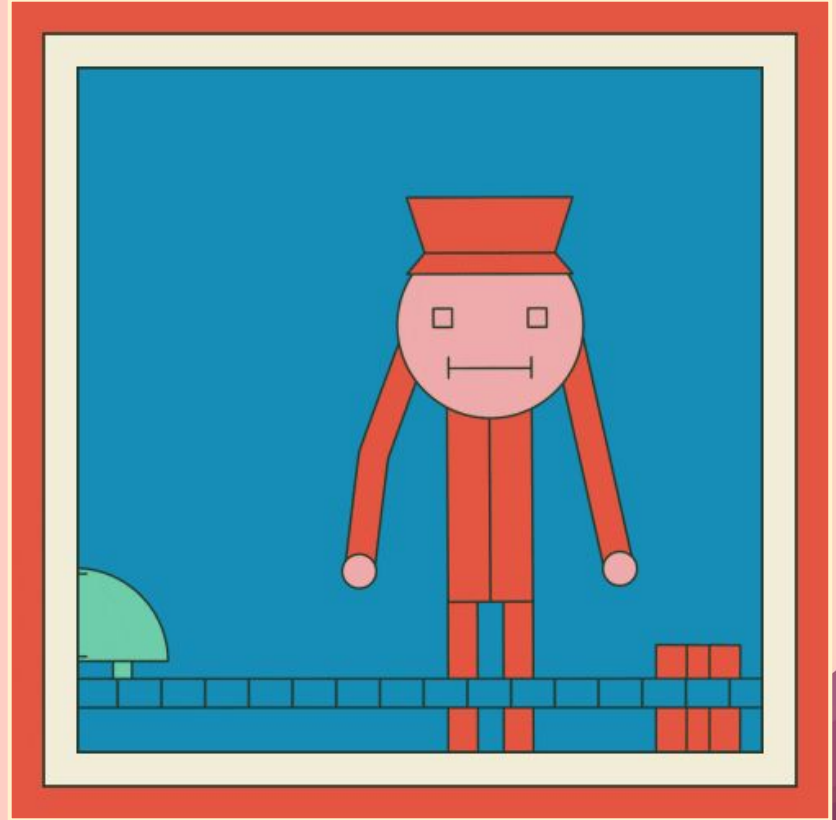
THE GAMEPLAY

- **If you lose**, the game tells you that you *"didn't work hard enough"*.
- **If you win**, the game will congratulate you, show you how you rank and invite you to climb once more. *"The journey never ends"*



THE GAMEPLAY

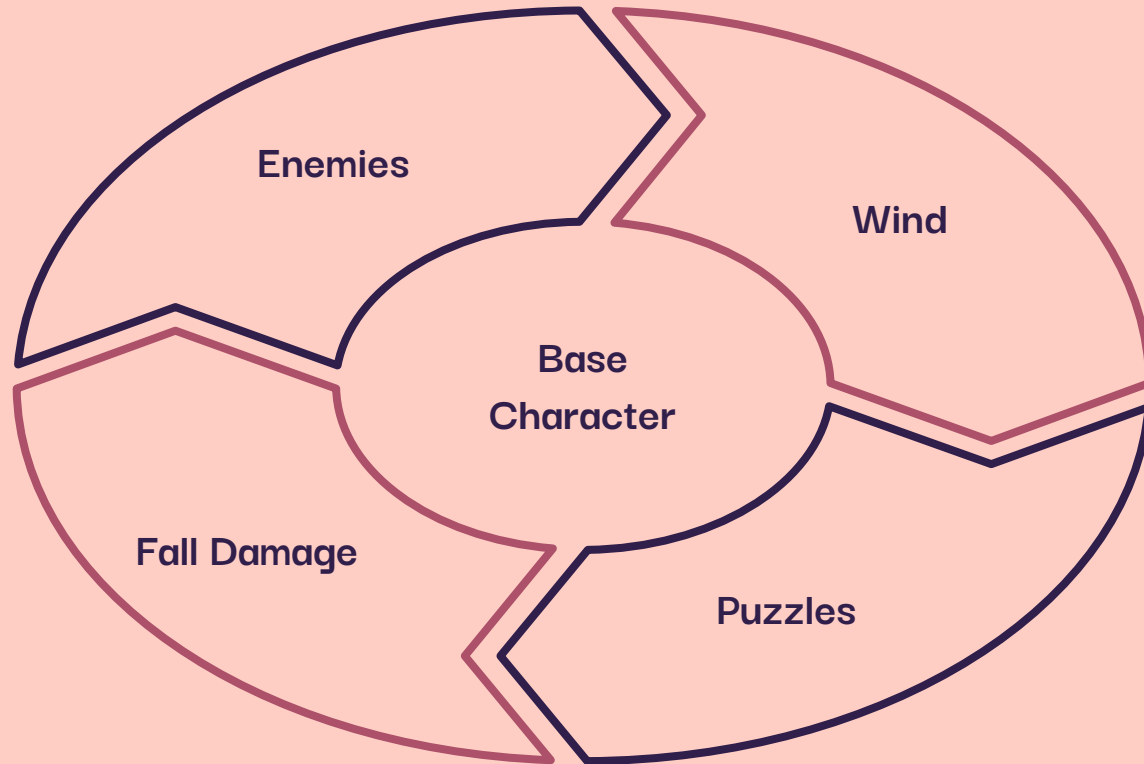
- There are **16 different character builds** to choose from.
- The level offers **different challenges** for **different character builds**.



ADDITIONAL FEATURE SUMMARY

| Trait | Possibilities | Consequences |
|------------------------|---------------|--------------|
| Sex | Male | - |
| | Female | Wind |
| Skin Color | White | - |
| | Black | Enemies |
| Immigration background | Non-immigrant | - |
| | Immigrant | Puzzles |
| Gender and Sexuality | Non-LGBTQ+ | - |
| | LGBTQ+ | Fall damage |

THE GAMEPLAY - MECHANICS





03

WHAT'S BEHIND THE STRIVE?

An empathy exercise

WHAT'S BEHIND THE STRIVE?

"This is not solely a work of fiction. All the names, characters, businesses, places, events and incidents in this games are the product of the author's observation of our world and used in a **provocative manner**. Any resemblance to actual persons, living or dead, or actual events is an unfortunate reality."

WHAT'S BEHIND THE STRIVE?

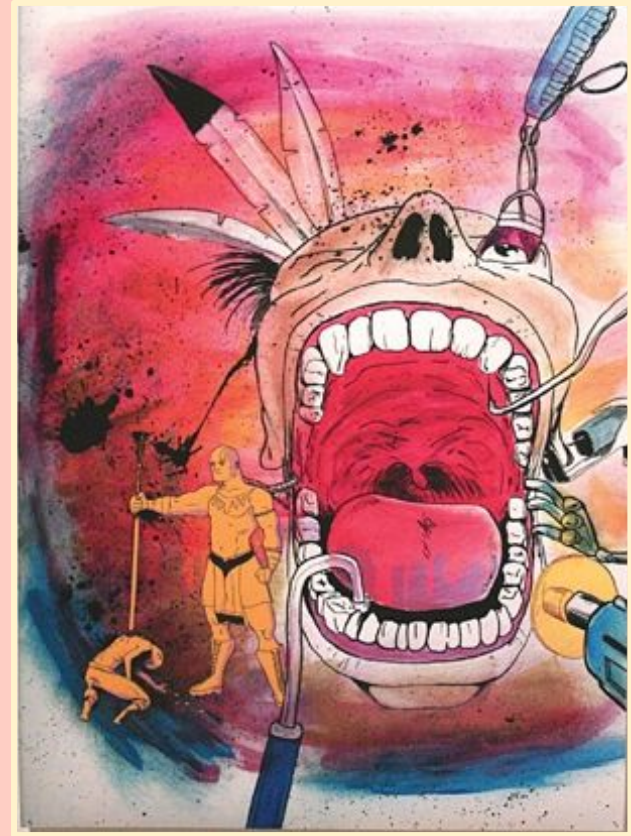
The Strive uses the inherited interactive aspect of its medium to talk about privilege, thus inviting the players to deconstruct the idea of meritocracy.

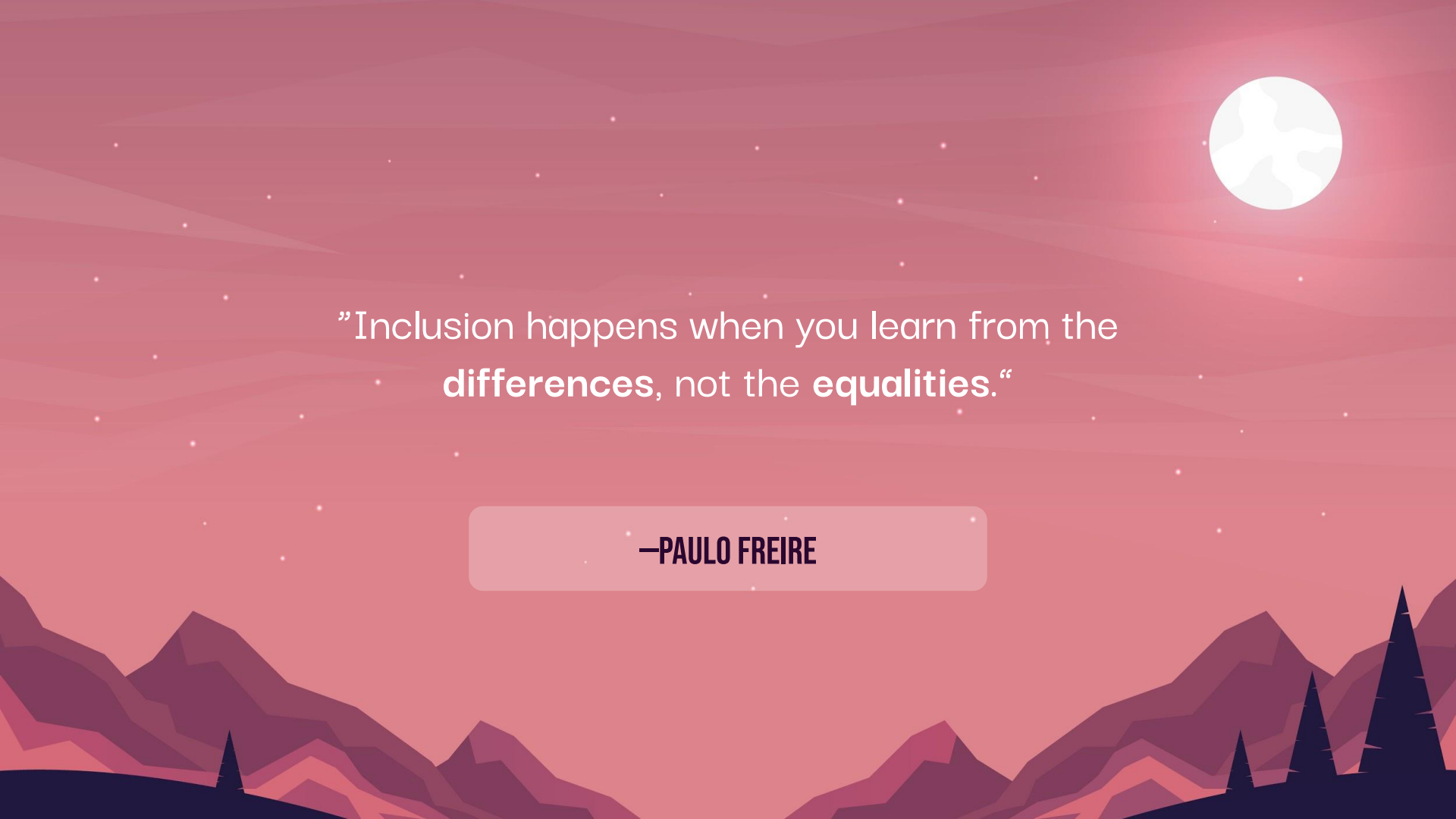
The game appropriates the mechanics from popular game genres (rogue-like, platforming, puzzle) and uses them to force the player into self-reflection, rather than linear progression or a purely narrative one. It's **an exercise on alterity**.



WHAT'S BEHIND THE STRIVE?

"Body ritual among the Nacirema" (1956), by Horace M. Miner, can be considered a theoretical inspiration, for its use of cultural relativism to help us understanding our own reality and cultural practices. Therefore, the game also tries to be an exercise on non-ethnocentric views.



The background of the slide is a stylized, low-poly illustration of a mountain range in shades of pink and purple. A large, white, circular moon with a subtle cross-like pattern is positioned in the upper right corner. Small white stars are scattered across the sky. The overall aesthetic is modern and artistic.

”Inclusion happens when you learn from the
differences, not the **equalities**.”

—PAULO FREIRE

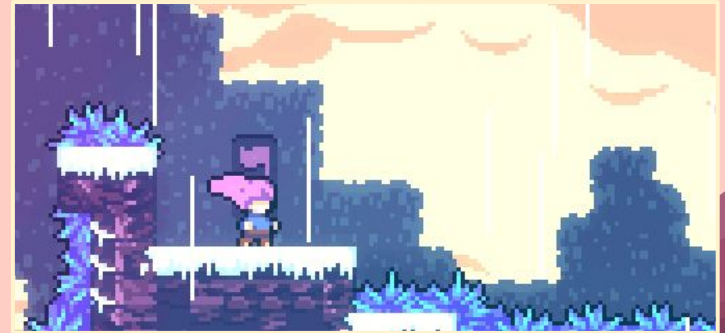
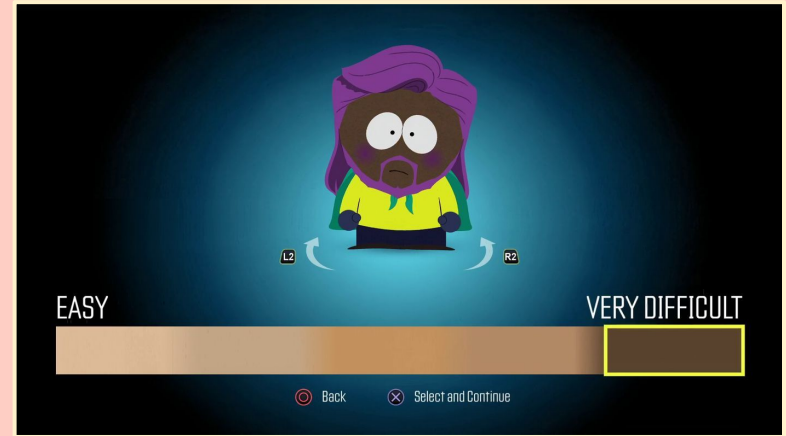
WHAT'S BEHIND THE STRIVE: GAME DESIGN INSPIRATION

"Reality Check: The Game of Privilege"



A board game about privilege
& systemic oppression.

"South Park: The Fractured but Whole" (2017)



"Celeste" (2018)

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04

ART DIRECTION

Create something artistically
valuable and meaningful

ART DIRECTION - INSPIRATION



"Journey" (2012)



"Gris" (2018)

ART DIRECTION - INSPIRATION: EXPERIENCE

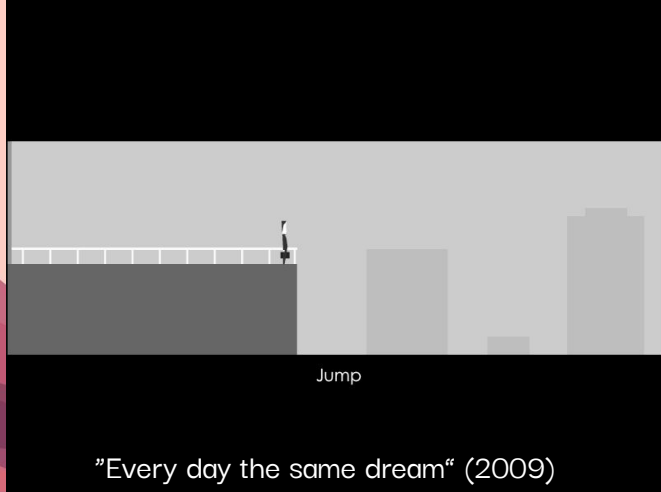


"That Dragon, Cancer" (2016)



"Before your eyes" (2021)

"Don't look back" (2009)



"Every day the same dream" (2009)

ART DIRECTION - AESTHETICS



"Creación de las aves" (1957)



"Once upon a coma" (2019)

"Dream caused by the flight of a bee around a pomegranate a second before waking", Dalí (1944)

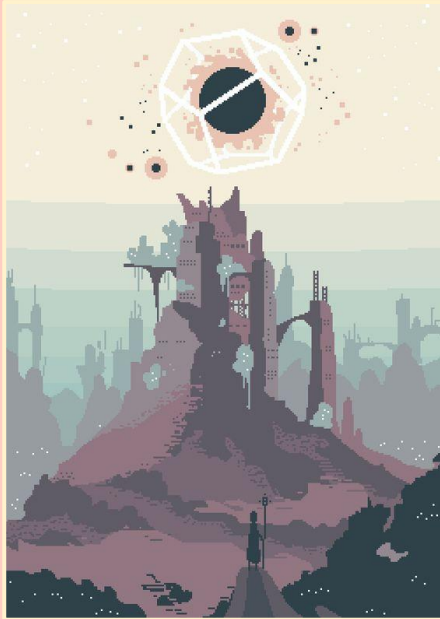


"Manifold Garden" (2019)

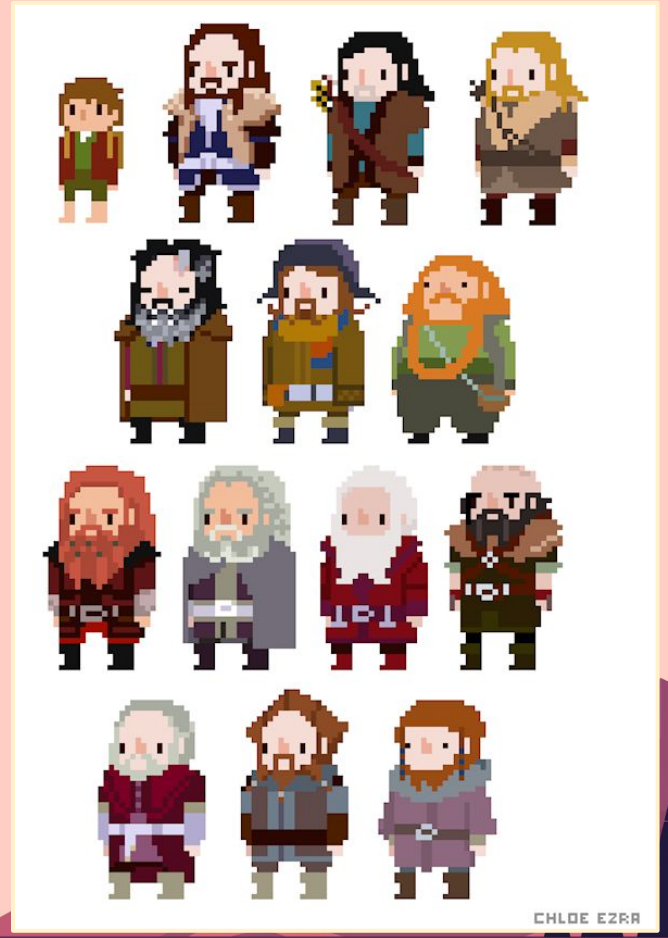
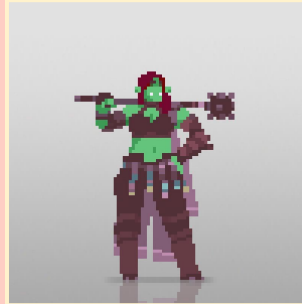


"Monument valley" (2014)

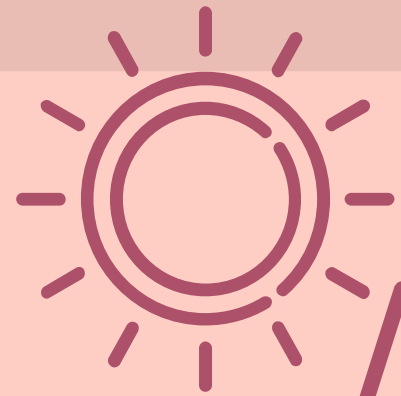
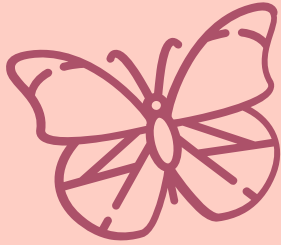
ART DIRECTION - ENVIRONMENT



ART DIRECTION - CHARACTERS



ART DIRECTION - SOUND DESIGN





05

PREPARING FOR THE STRIVE

The mountain is calling...

PREPARING FOR THE STRIVE



WEEK 1

Preparing "First pitch" presentation



WEEK 2

Level and character concepts, both visually and mechanically.
Character controller and UI development.



WEEK 3

Implementation of the first level with the "standard" character.
Working on animations.



WEEK 4

Polishing and preparation for **Intermediate Presentation.**

PREPARING FOR THE STRIVE



WEEK 5

Implementing more character options/challenges.
(Clash of Realities)



WEEK 6

Implementing final aspects + UI + final sonification + animations.



WEEK 7

Testing and bug solving.
Preparation for the final presentation.



WEEK 8

**Final
Presentation.**

EXECUTIVE SUMMARY

Target platforms: PC (Windows)

Game Engine: Unity

Genre: Experimental platforming-puzzle game

Players: Single player

Audience: Education environments (universities), activist platforms, museums/art galleries

SEE YOU AT THE TOP!



SIMON

Lead Programmer



TERESA

Designer



DIMAS

Lead Designer &
Project Manager



NAT

Lead- & 2D Artist



GÖKDENİZ

UI Artist &
Animator

SEE YOU AT THE TOP!

CREDITS: This presentation template was created by [Slidesgo](#), including icons by [Flaticon](#), infographics & images by [Freepik](#).

