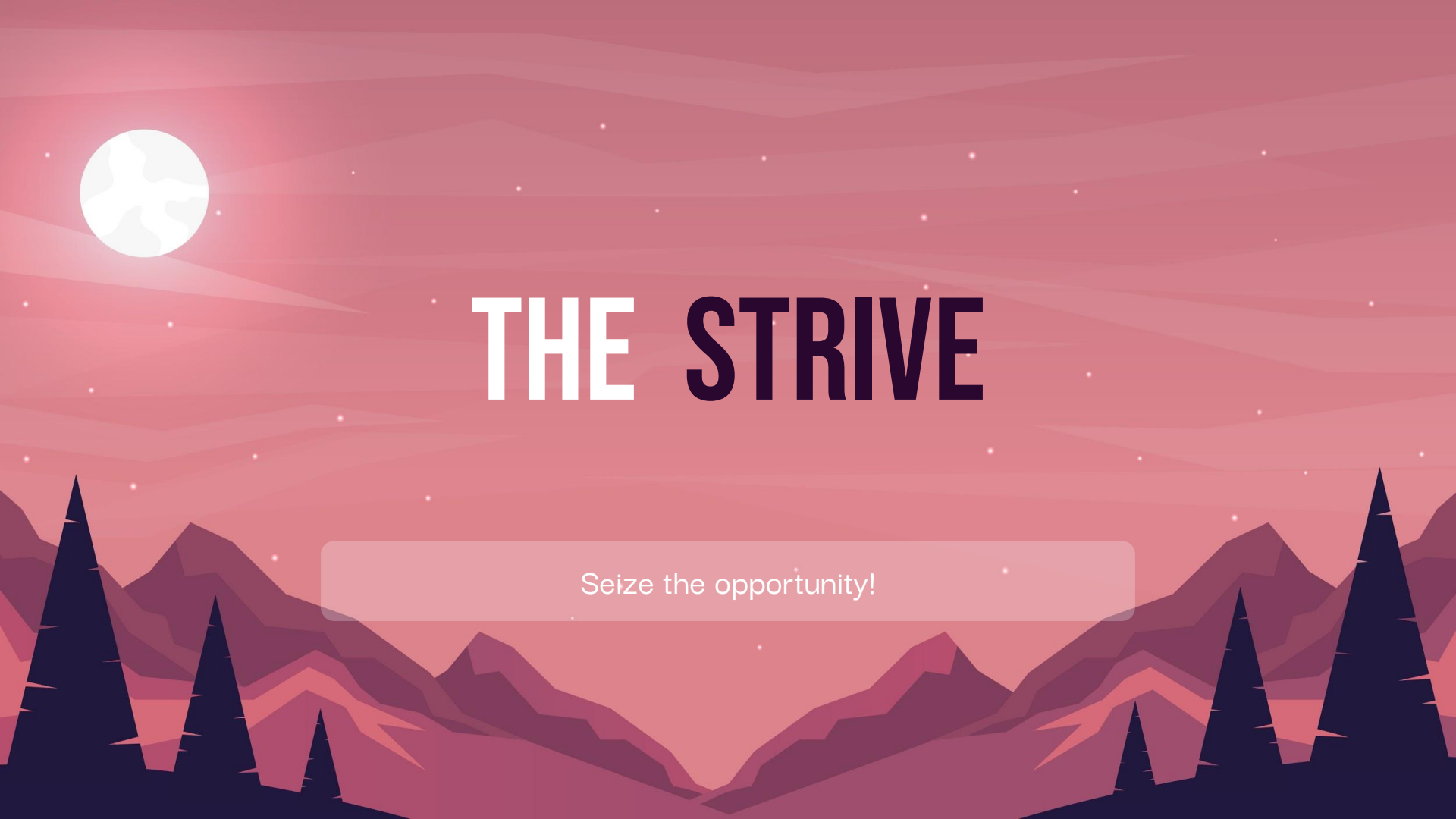

THE STRIVE
Seize the opportunity!

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

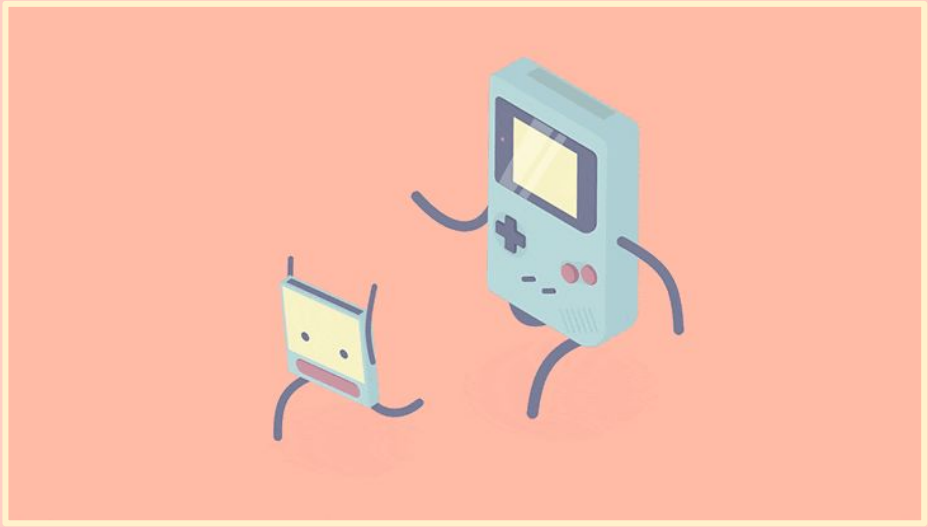
FACE KAIRÓS

02
THE GAMEPLAY
Challenges are not always the same

THE GAMEPLAY

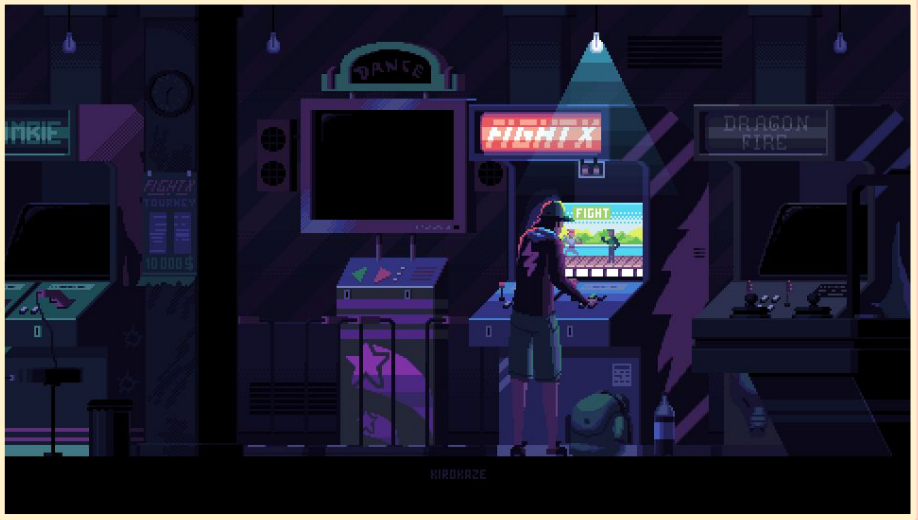
- **The game is comprised of one single level.**

  > requires platforming and puzzle-solving
  > complete as quickly as possible within a time limit.



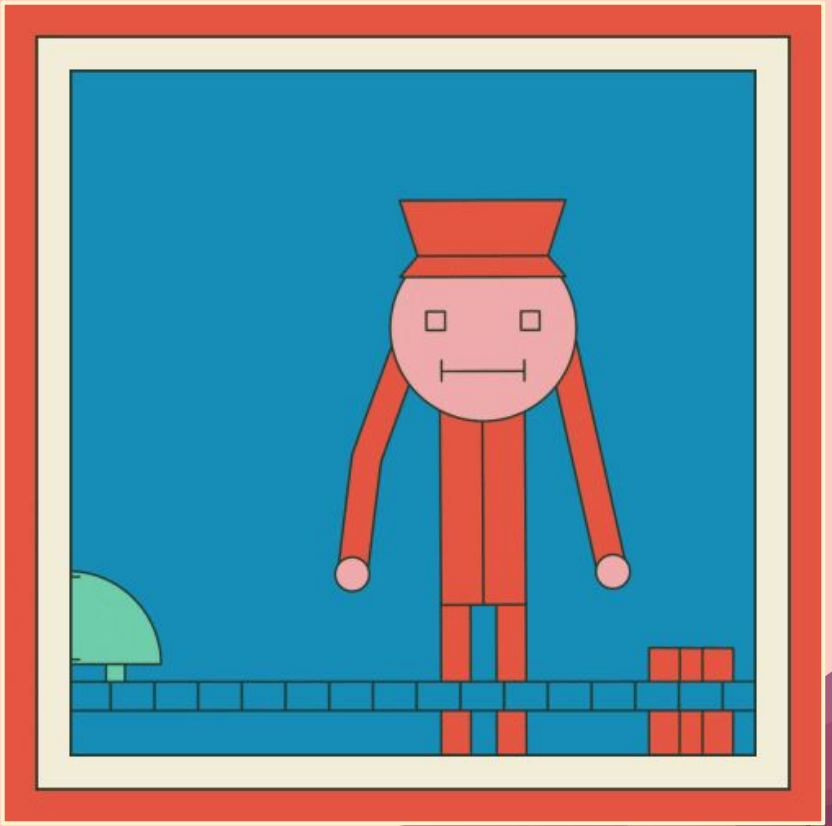
THE GAMEPLAY

- **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

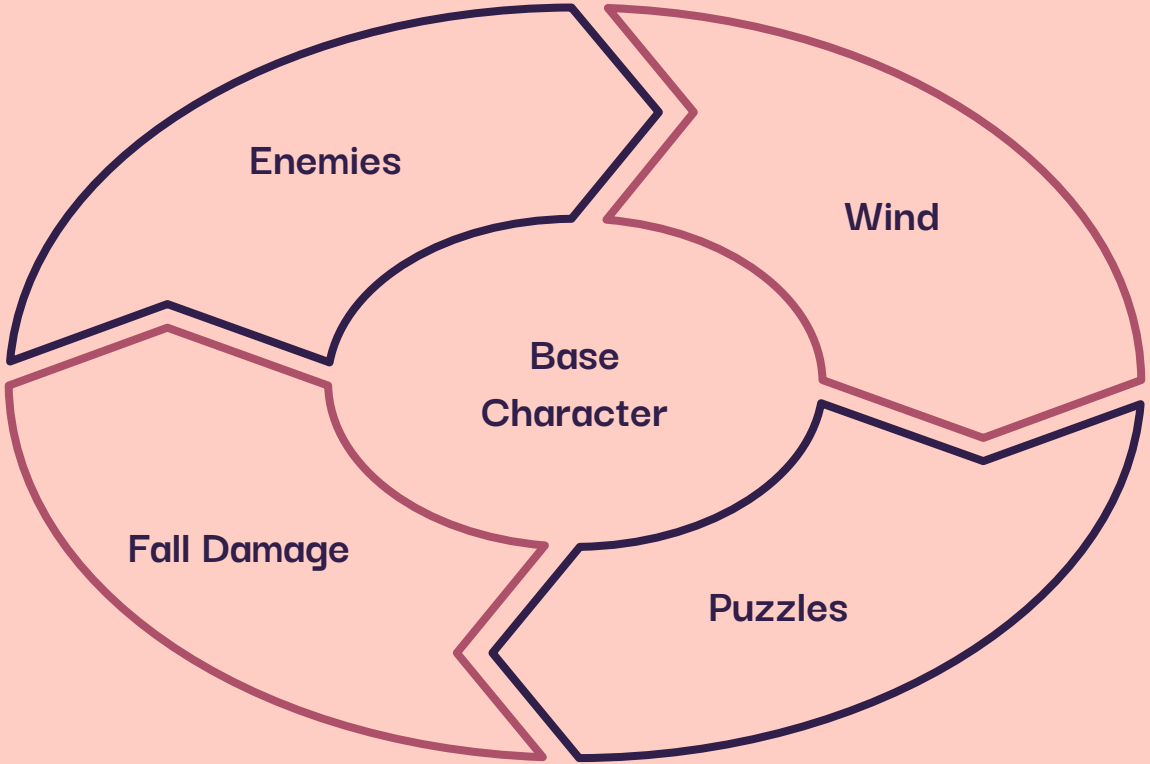
- There are **16 different character builds** to choose from.
- The level offers **different challenges** for **different character builds.**



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.**“

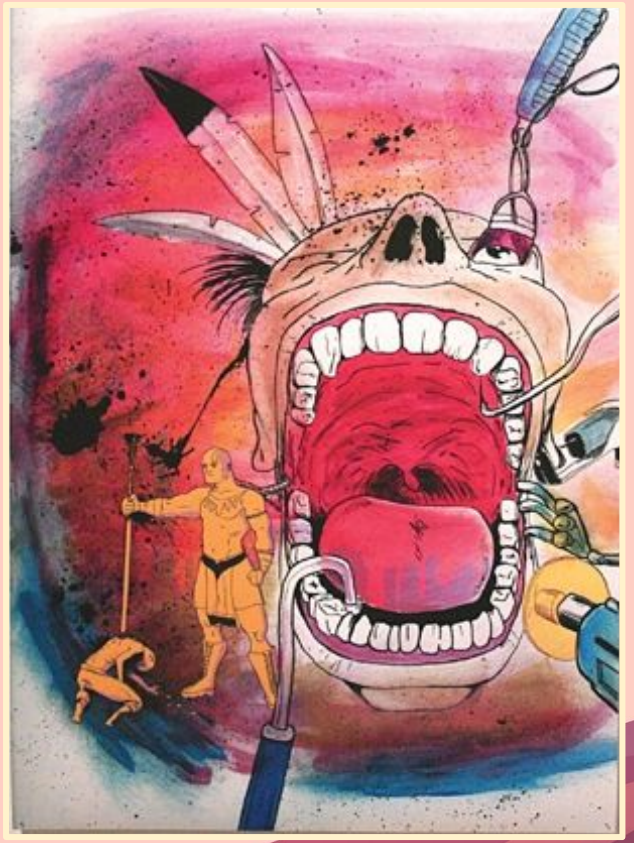
WHAT'S BEHIND THE STRIVE?

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.



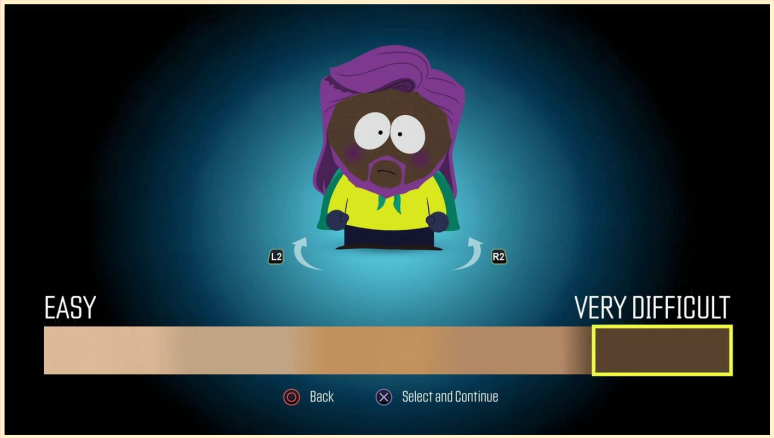
”Inclusion happens when you learn from the **differences**, not the **equalities**.“

—PAULO FREIRE

WHAT'S BEHIND THE STRIVE: GAME DESIGN INSPIRATION

"Reality Check: The Game of Privilege"

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



"Celeste" (2018)

04

ART DIRECTION

Create something artistically valuable and meaningful

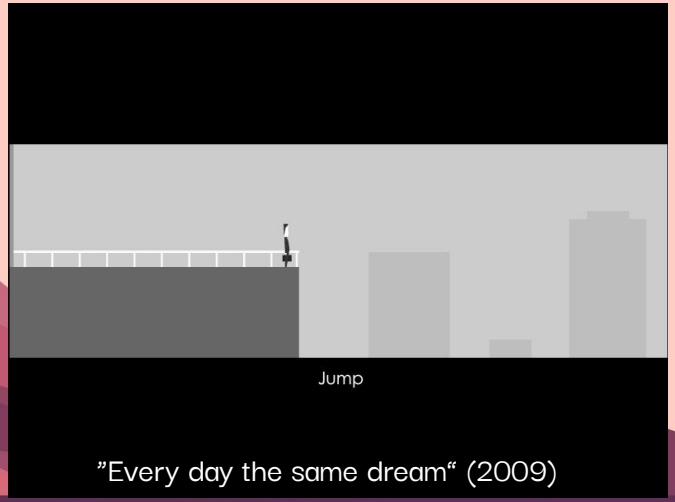
ART DIRECTION - INSPIRATION

”Journey“ (2012)

”Gris“ (2018)

ART DIRECTION - INSPIRATION: EXPERIENCE

”That Dragon, Cancer“ (2016)



”Every day the same dream“ (2009)

”Before your eyes“ (2021)

”Don’t look back“ (2009)

ART DIRECTION - AESTHETICS

”Creación de las aves“ (1957)

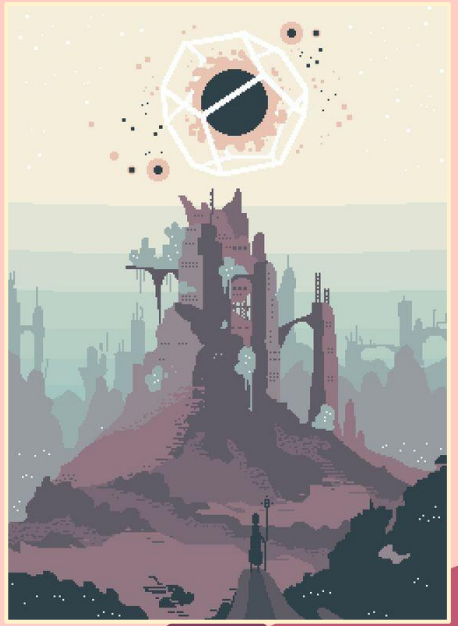
”Once upon a coma“ (2019)

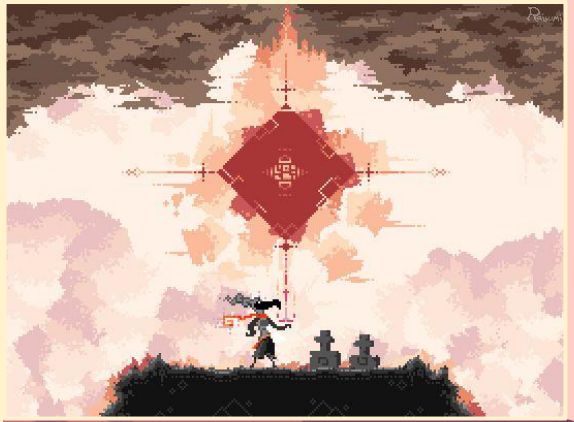
”Dream caused by the flight of a bee around a pomegranate a second before waking“, Dalí (1944)

”Manifold Garden“ (2019)

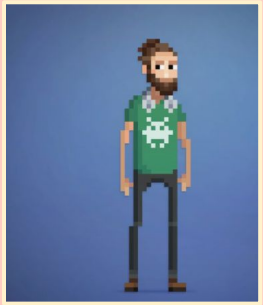
”Monument valley“ (2014)

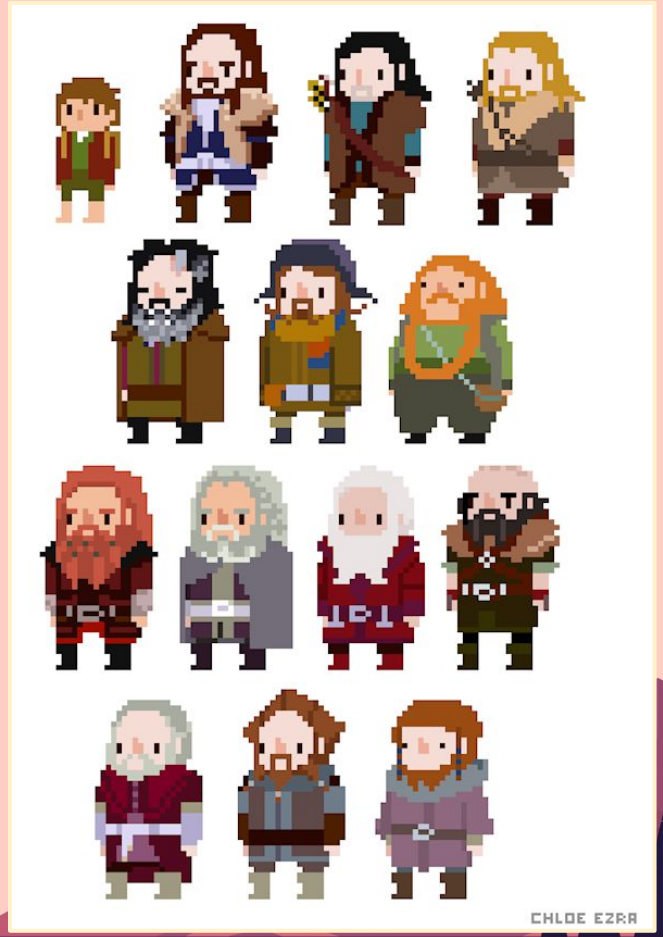
ART DIRECTION - ENVIRONMENT



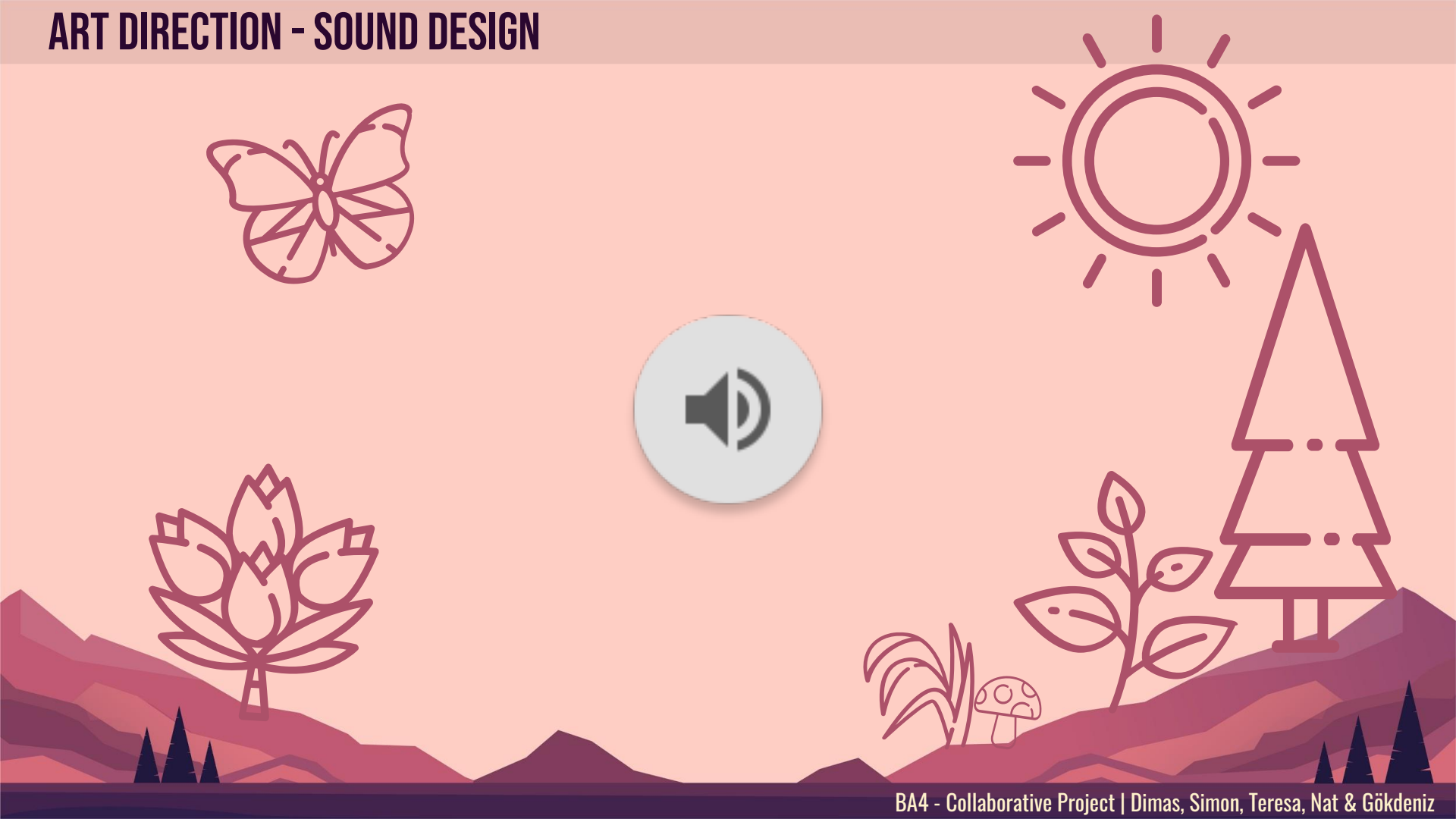


ART DIRECTION - CHARACTERS





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)

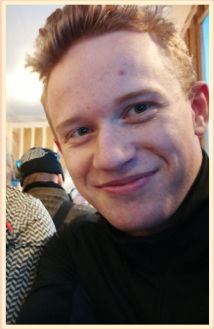
Game Engine: Unity

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

GÖKDENIZ

UI Artist &
Animator

SEE YOU AT THE TOP!

CREDITS: This presentation template was created by Slidesgo, including icons by Flaticon, infographics & images by Freepik.