

Hello, my name is Joel Hamon, I'm the producer of Ludic Studios. Our team consists on three people. Lui Gama: programmer and game designer. Artur Fernandes: Artist and me.

Akane is an Arcade-Slash where you kill your enemies with only 1 hit but you also die with 1 hit. The objective of the game is simple, to kill as many enemies as possible.

The game has Five kinds of equipments to gear up. Missions to unlock equipments. Different guns. Katanas with unique abilities. Cigarettes that change the aesthetics of Akane special abilities. Gadgets that grant small improvements in combat. Boots that change the dash and the way you move on the screen. Five different types of enemies. One boss that is Akane's Nemesis, which evolves according to the number of times he is killed.

Some inspirations for the concept of the character was Akira Kurosawa's films, Seven Samurais, Yojimbo, Kill Bill, Blade Runner, animes like Akira, Samurai X, Samurai Champloo, Naruto and cartoons like Samurai Jack and Clone Wars 2D from Tartarkovisk.

Basically, all movies scenes where there are dozens of enemies against the main character. We researched a bit about the Yakuza culture, the tattoos and their meanings, to develop the concept of the enemies and the game's story background. The game has a "Samurai Cyberpunk" visual from the suburb of a futuristic Tokyo. It's a sword fight game with lots of blood, violence and samurai movies cliches, all of this intertwined to luminous colors and futuristic suburban enviroments with a Samurai Cyberpunk style.

Game Synopsis:

2121 A.D, with no escape options, Akane prepares for her final battle in the rain-soaked neon streets of Mega-Tokyo.

The game cost \$4,99 and is available for **PC, Linux, Mac and Nintendo Switch.**