www.valiant.se | anna@valiant.se | @Valiant_GS | valiant.se/discord

Anna Jenelius - @TheAnaka
Game designer, narrative designer, Unity coder

9 years experience from for example **Paradox**, **Lionbite**, **StarStable**, **FutureGames**, and from being a **solo indie**.

Credit on over **40 game titles**.

Founded Valiant in **2017**.

2018

PENDULA
SWING
The Complete Journey

2018

Eight-year-old Swedish-American girl pulls pre-Viking era sword from lake

Eight-year-old Saga and her sword. Photo: Andrew Vanecek

UPDATED: An eight-year-old Swedish-American girl came across an exciting find swimming at her local lake, when she pulled an ancient sword from its depths.

"It's not every day that one steps on a sword in the lake!" Mikael Nordström from Jönköpings Läns Museum said when explaining the significance of the find.

But that's exactly what happened to Saga Vanecek, who found the relic at the Vidöstern lake in Tånnö, Småland earlier this summer.

"I was outside in the water, throwing sticks and stones and stuff to see how far they skip and then I found some kind of stick," Saga told The Local.

Girl, 7, finds 4ft SWORD in same lake where King Arthur was said to have hurled Excalibur

Matilda Jones was paddling waist-deep in Dozmary Pool when she came across the blade while on a family holiday, having just heard about legendary King Arthur from her dad

SHARE COMMENTS

By NATHAN SANDHU

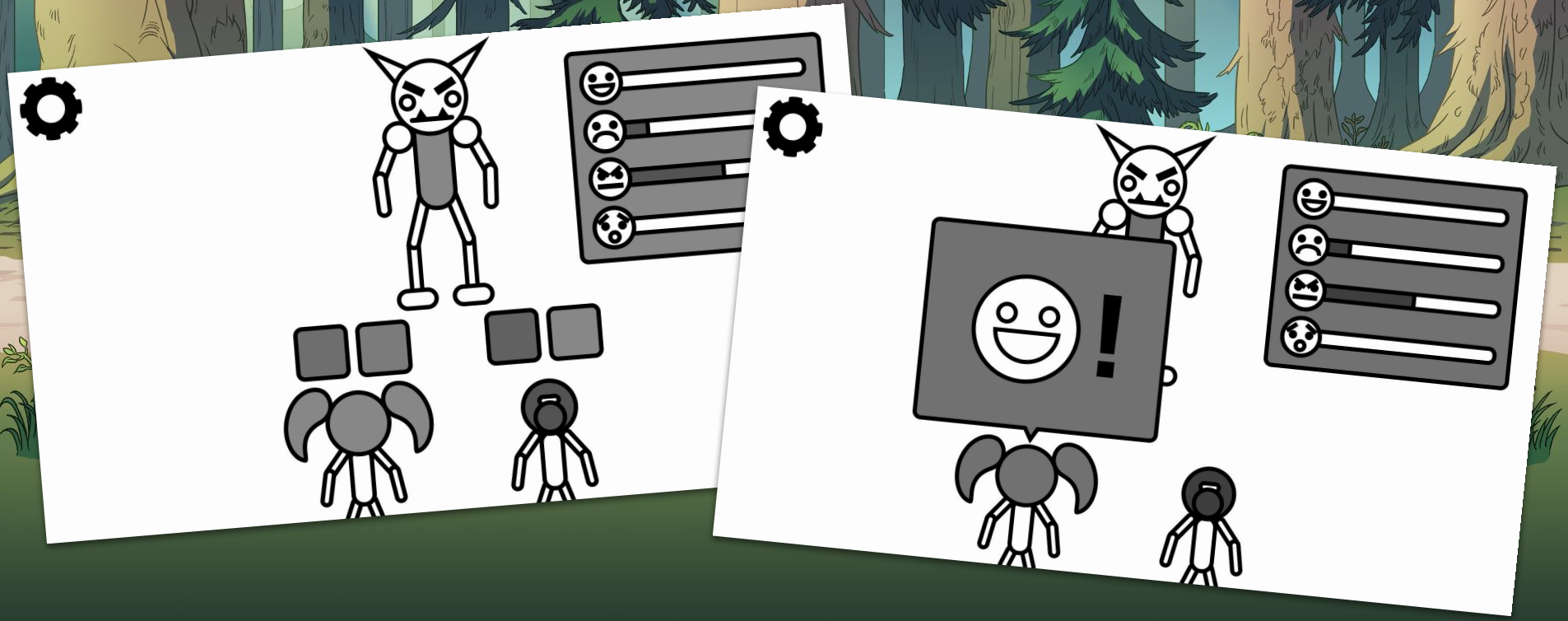
23:11, 3 SEP 2017 | UPDATED 23:14, 3 SEP 2017

Matilda Jones, from Doncaster, with the 4ft sword she discovered (Image: SWNS.com)

A seven-year-old girl stumbled across a 4ft sword in the same lake where King Arthur's Excalibur was said to have been thrown.

2019

Creative Europe MEDIA



The story presented is centred on female protagonists and focuses on emotion-related soft skills, rather than combat, two elements that are not frequent in video games. However, the application does not disclose much of the actual story, thereby making a proper assessment of the quality of the storytelling very difficult. Additionally, there is no original graphic material provided or any mention of sound and music treatment. The gameplay is described in detail at various levels, but seems to be a reuse of many already-existing mechanics, thus lacking originality. There is also limited information provided regarding storytelling integration with the gameplay.

The basic premise of the story and the cast of characters are original, and the gameplay is designed around non-violent ways of defeating monsters, which is unusual and potentially innovative. However, the use of non-violent means is described in a too vague way to be fully assessed in terms of innovation. The other gameplay elements are based on wellestablished mechanics and present no innovation. The lack of original visual materials, the very basic diagrams regarding the GUI and the missing description of the sound treatment make it impossible to evaluate innovation in these areas. There are no novelties regarding the use of new technologies or platforms.

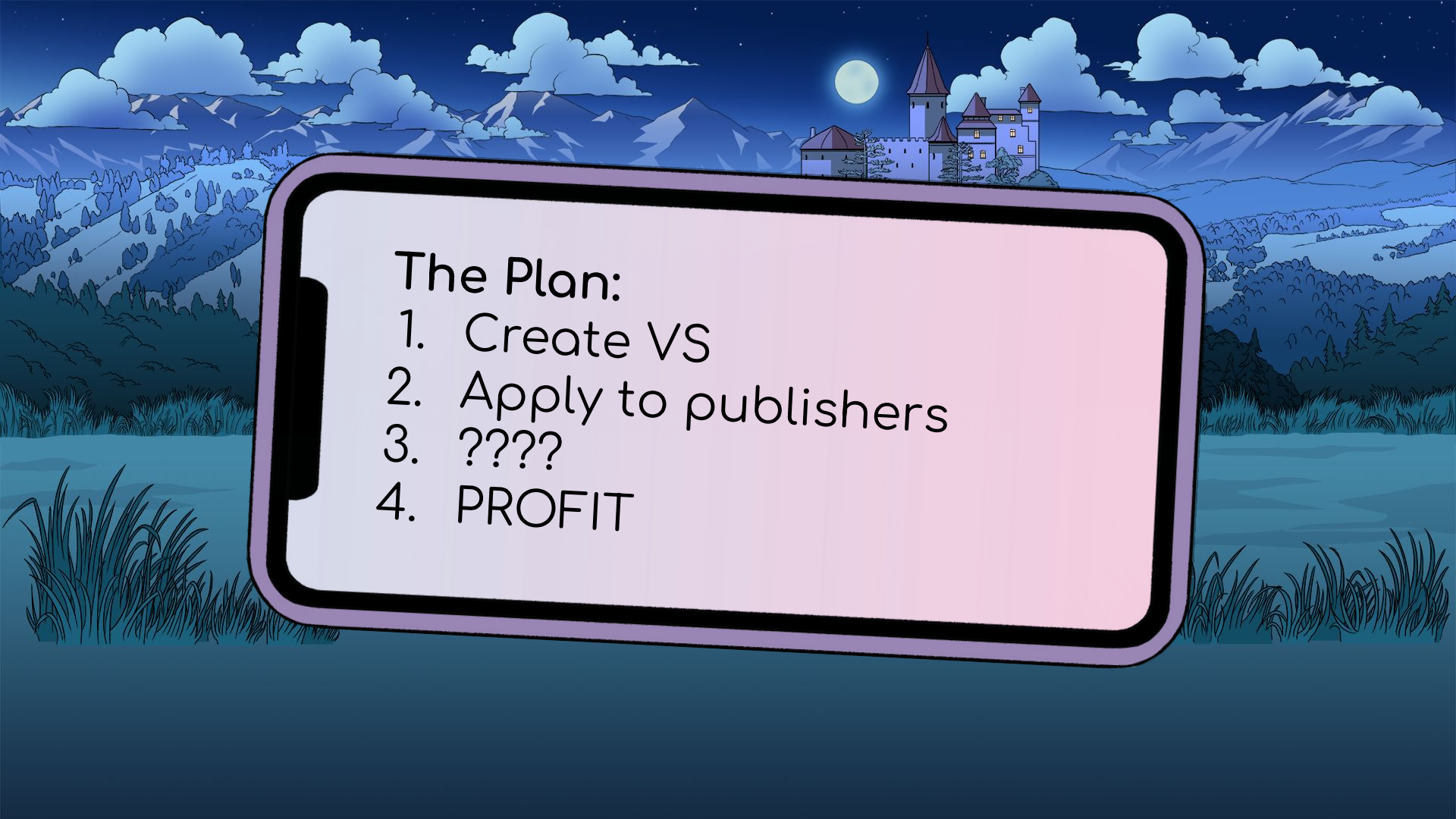
The development plan and schedule are realistic, and the multiple prototype iteration testing is a promising approach to achieve better quality. However, the plan is only described in terms of broad milestones, without any information about what specific activities will be carried out and at what stage (development or production). The project has good trans-national potential thanks to its universal themes, diverse cast of characters and various cultural influences. The team is multinational, varied and mostly led by women, which is positive considering the point of view of the game is female. However, the story is described at such high-level that it is impossible to determine its impact on international exploitation. In addition, the focus on European countri… …the appeal for international audiences, and while the applicant plans to launch several downloadable contents based on non-European cou… strategy to this regards to when the game will be already published.

The team is experienced in self-publishing, plans to expand its competencies on various platforms and devotes a good perce… and promotional activities. However, they do not foresee any possible partnership for publishing the game and do not specify… distribution. Apart from contacting influencers whose main demographics coincide with the game's target group, the applico… marketing activities will be tailored to the chosen audience segments, nor foresee to contract external marketing help. The p… the game fits the younger target audience well. However, it may not appeal to gamers in the two older age ranges because o… use of very simple mechanics for countering the monsters and the manga-inspired art-style. No software accessibility measu… disabilities or other impairments.

The applicant is willing to invest their own funds in the development and production of the game, but does not specify the s… potential partners who might consider the game appealing. The budget is fairly defined with a good cost breakdown, but lo… targeting such a very specific audience and does not clarify how the money will be allocated between development and pro… Rent, which is not eligible as direct cost, and describes a 10-month period for the development while the application only m… April 2020). Sales estimates are overly optimistic, especially with such price point and very specific target.

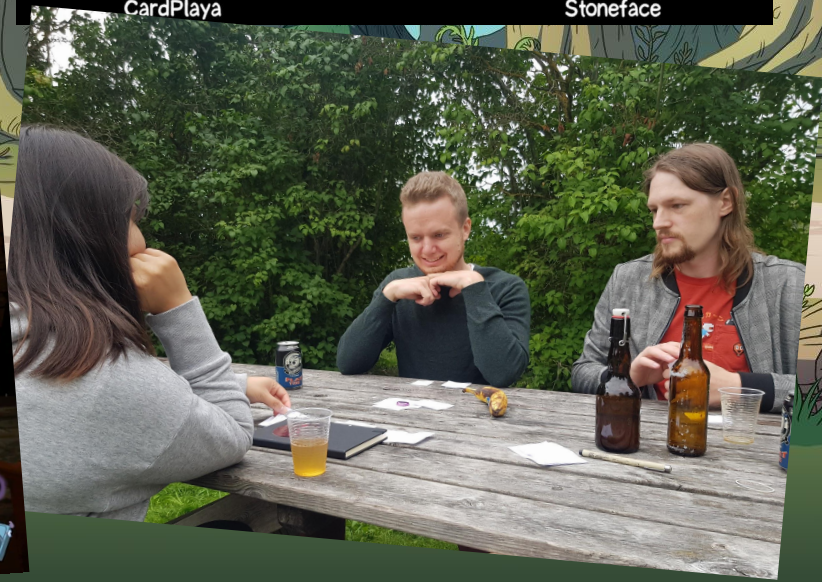
TL/DR

2020


The Plan:
1. Create VS
2. Apply to publishers
3. ????
4. PROFIT

BEST OF 3
VS
CardPlaya
Stoneface

MegaCrit
the Defect
47/82
86
11th Floor
Zap+
Channel 1 Lightning.
30/50
47/82
End Turn
4/3
Strike
Defend



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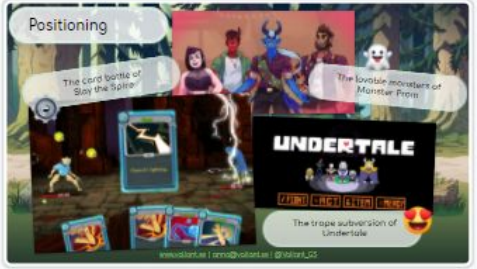

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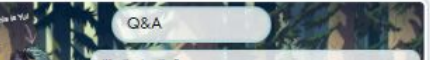
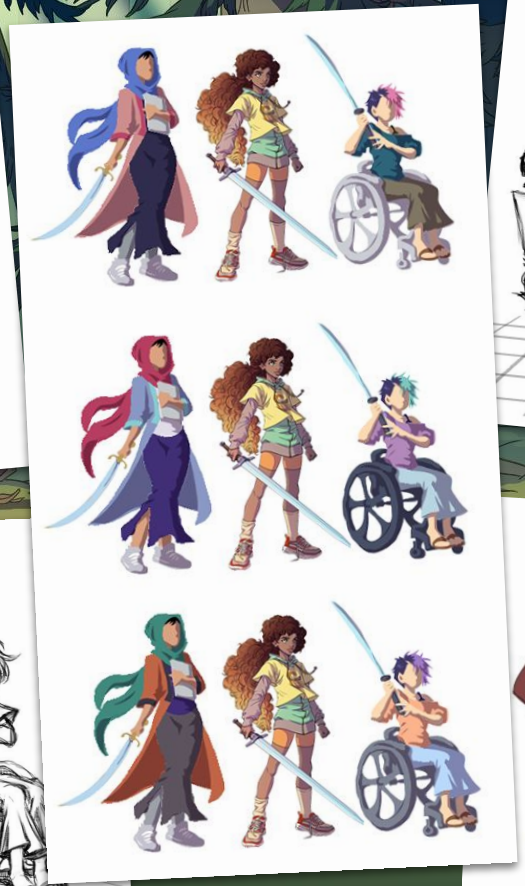
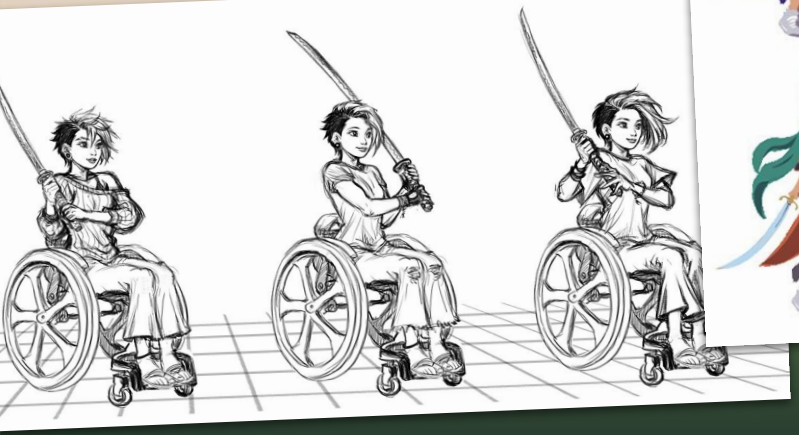
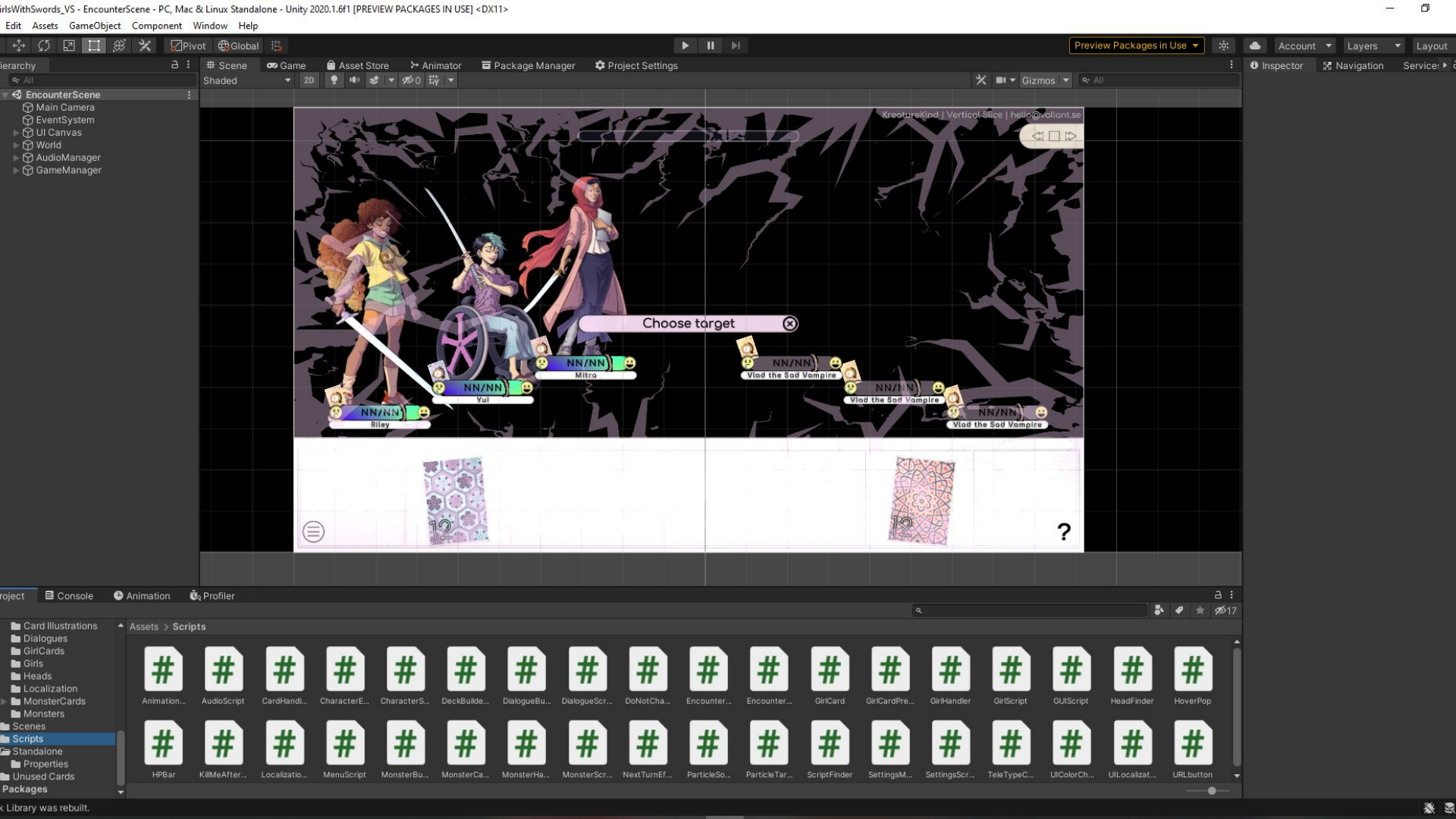






Mitra
1000/1000
Yui
1000/1000
Riley
1000/1000
Vlad the Sad Vampire
7
Share insecurities
Happiness to Target: 540
Happiness to Caster: -180
Instant
AnyoneButSelf
Keylogger
Target becomes vulnerable to Tech UntilRemoved
Instant
Anyone
Listen to complaints
Happiness to Target: 468
Happiness to Caster: -108
Instant
AnyoneButSelf
3


GirlsWithSwords_VS - EncounterScene - PC, Mac & Linux Standalone - Unity 2020.1.6f1 [PREVIEW PACKAGES IN USE] <DX11>
Edit Assets GameObject Component Window Help
Pivot Global
Preview Packages in Use
Account Layers Layout
Hierarchy
EncounterScene
Main Camera
EventSystem
UI Canvas
World
AudioManager
GameManager
Scene Game Asset Store Animator Package Manager Project Settings
Shaded 2D
Gizmos
Inspector Navigation Services
KreatureKind | Vertical Slice | hello@voliont.se
Choose target
NN/NN
Riley
NN/NN
Yui
NN/NN
Mitra
NN/NN
Vlad the Sad Vampire
NN/NN
Vlad the Sad Vampire
NN/NN
Vlad the Sad Vampire
Project Console Animation Profiler
Assets > Scripts
Card Illustrations
Dialogues
GirlCards
Girls
Heads
Localization
MonsterCards
Monsters
Scenes
Scripts
Standalone
Properties
Unused Cards
Packages
Animation... AudioScript CardHandl... CharacterE... CharacterS... DeckBuilde... DialogueBu... DialogueScr... DoNotCha... Encounter... Encounter... GirlCard GirlCardPre... GirlHandler GirlScript GUIScript HeadFinder HoverPop
HPBar KillMeAfter... Localizatio... MenuScript MonsterBu... MonsterCa... MonsterHa... MonsterScr... NextTurnEf... ParticleSo... ParticleTar... ScriptFinder SettingsM... SettingsScr... TeleTypeC... UIColorCh... UILocalizat... URLbutton
Library was rebuilt.

SWORD HEROES
HERO SWORDS
HOPEPUNK HEROES
HIGHKEY HEROES
KREATUREKIND
KREATUREKIND
KREATUREKIND

https://youtu.be/4g3uogvq_kI

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