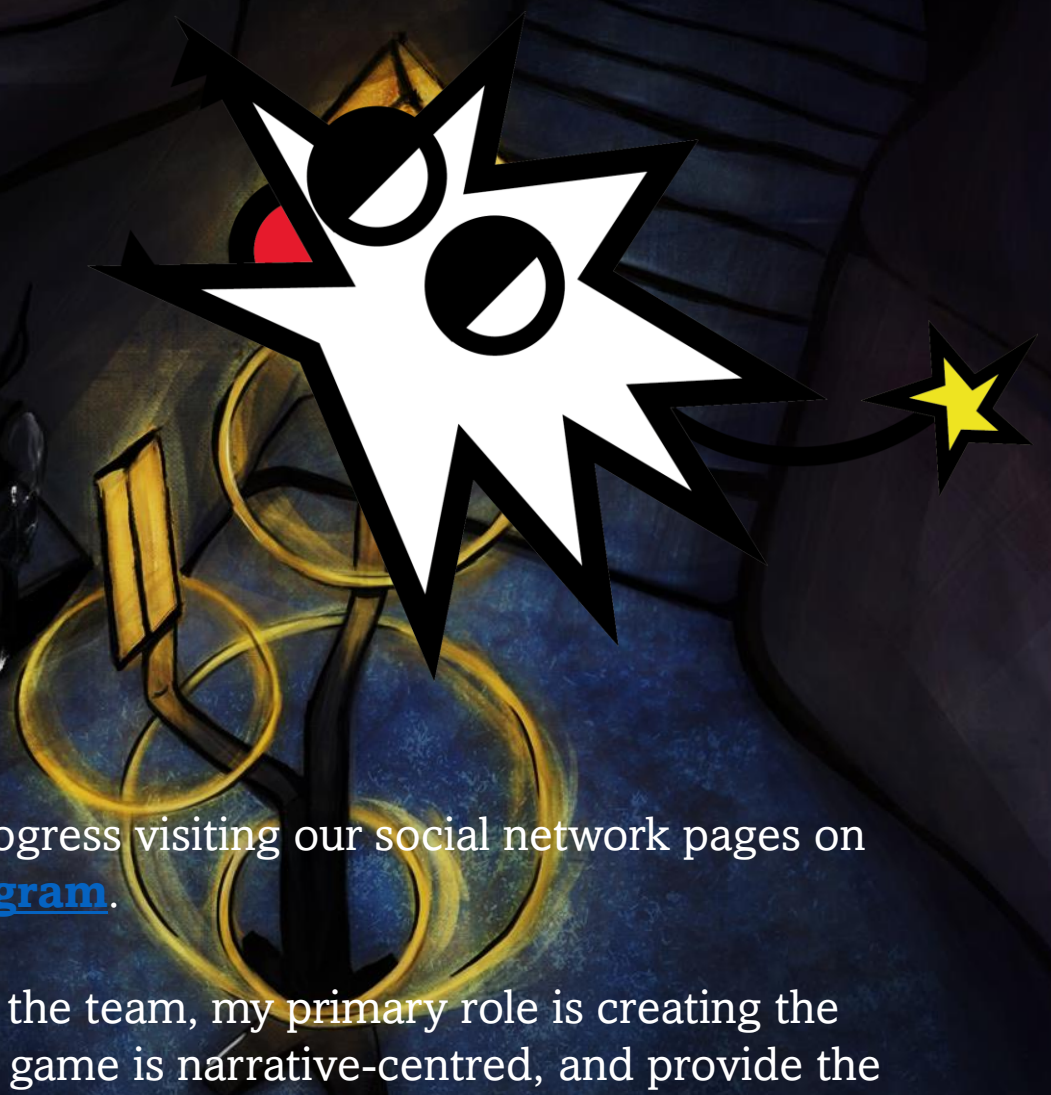




Game Designer and Narrative Designer
**Timur Slavgorodskii-
Kazanets**

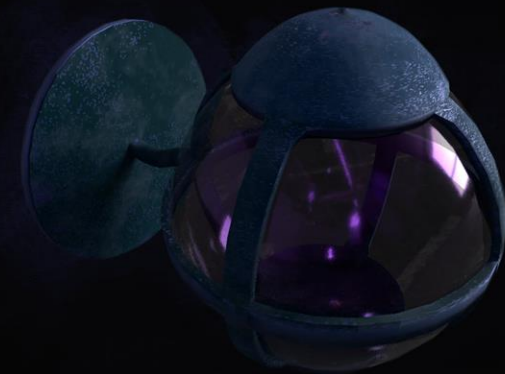
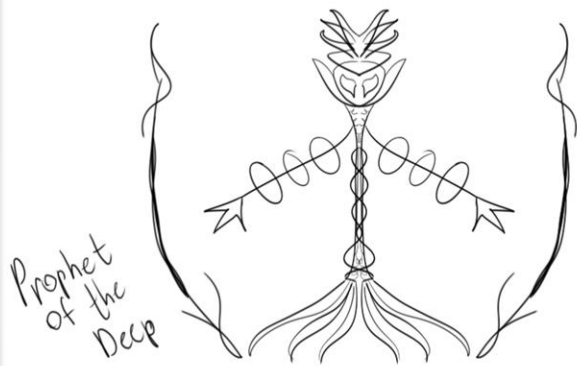
Risus Lupus and *Argenta Fervojo*

- **Argenta Fervojo** is an action-adventure third-person game initially programmed in Unity (now we are working with UE5 Blueprints).
- As Creative Director, I curate all the game development processes collaborating with the talented members of the several teams we have in **Risus Lupus**. These are *Artists, Developers, UI/UX designers, and our Composer.*
 - You can check our progress visiting our social network pages on [Facebook](#) and [Instagram](#).
 - Apart from managing the team, my primary role is creating the game's narrative. Our game is narrative-centred, and provide the proper experience to the player I learned different skills.



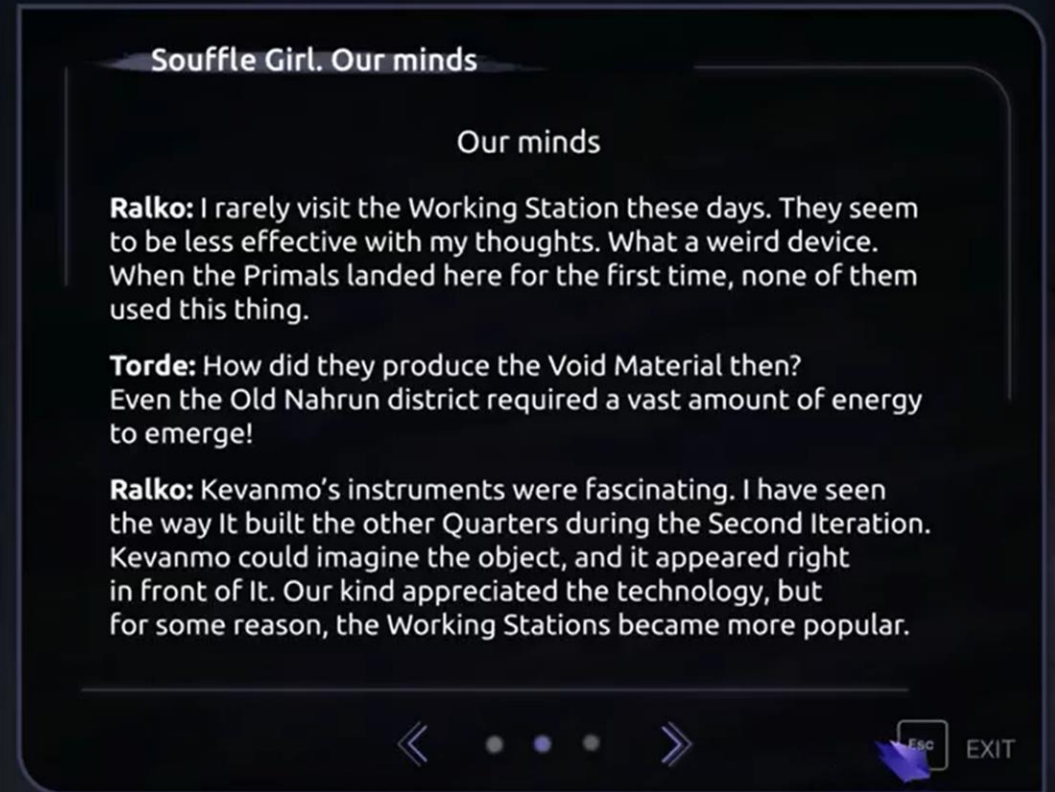
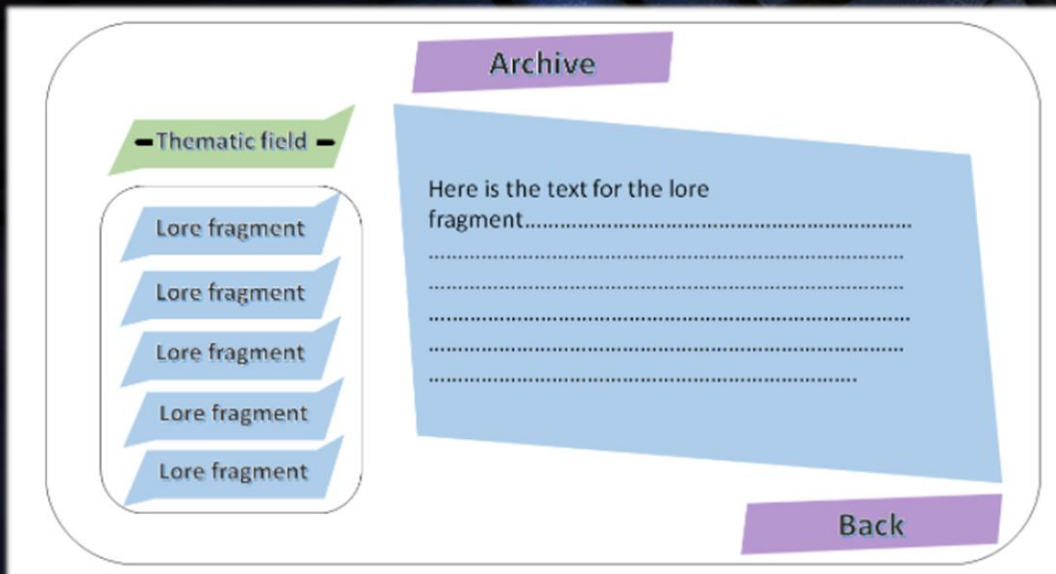
Collaborating with Artists

- I make the concepts in **SketchBook** and then add various textual technical descriptions to them.
- Together with the artists we develop the concept in order to reach some nice consensus. Collaboration is a key!



Building UI/UX

- I know how to develop UI/UX designs that are not only friendly to the player, but inclusive in the way that they offer wide variety of customizable options for people with disabilities.
- My focus in designing the UI/UX is on how to bring diegetic experience to the player.

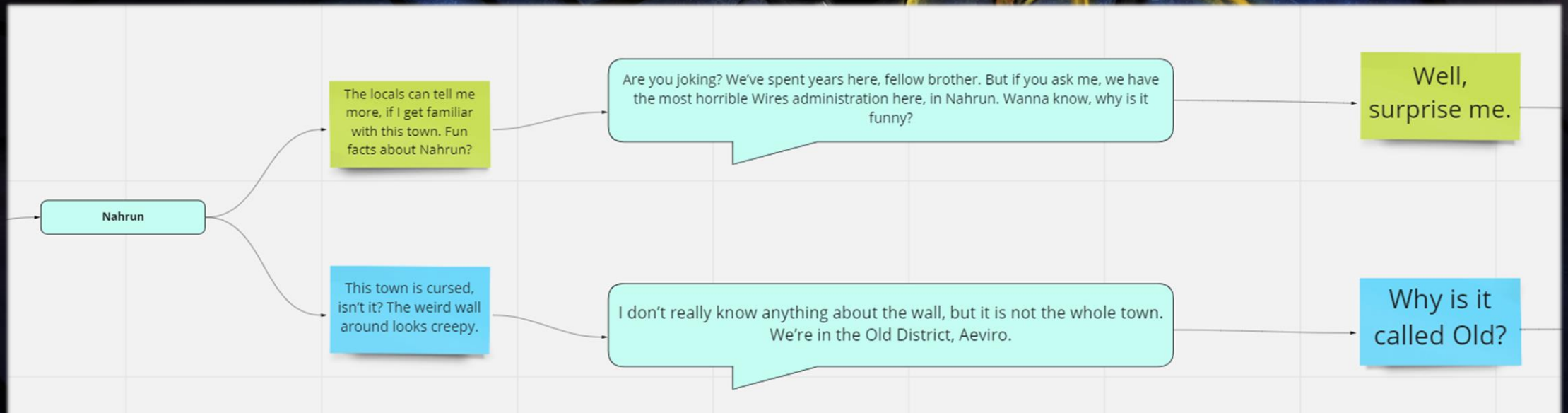


Narrative Design

- As a researcher, I study how the various narrative structures can affect the player's identity. I believe that the narrative should be meaningful and impactful.
- **Argenta Fervojo** is the game with the non-linear narrative structure, and I really like using such an approach as it gives more agency to the player.

MOROK ARE GOOD WRITERS. THEY PREFER TO WRITE SHORT STORIES IN THEIR VOID MANUSCRIPTS, BUT THE "SOUFFLE GIRL" IS DEFINITELY AN EXCEPTION.

Our minds
Honestly, these books are nothing
two creatures wandering together
and the Wire who Forgets.
We are Rakka and Torae, the
Here you can find some of
You won't regret reading
Or you will.
Up to you.



Game Design

I have designed the various systems of the game.

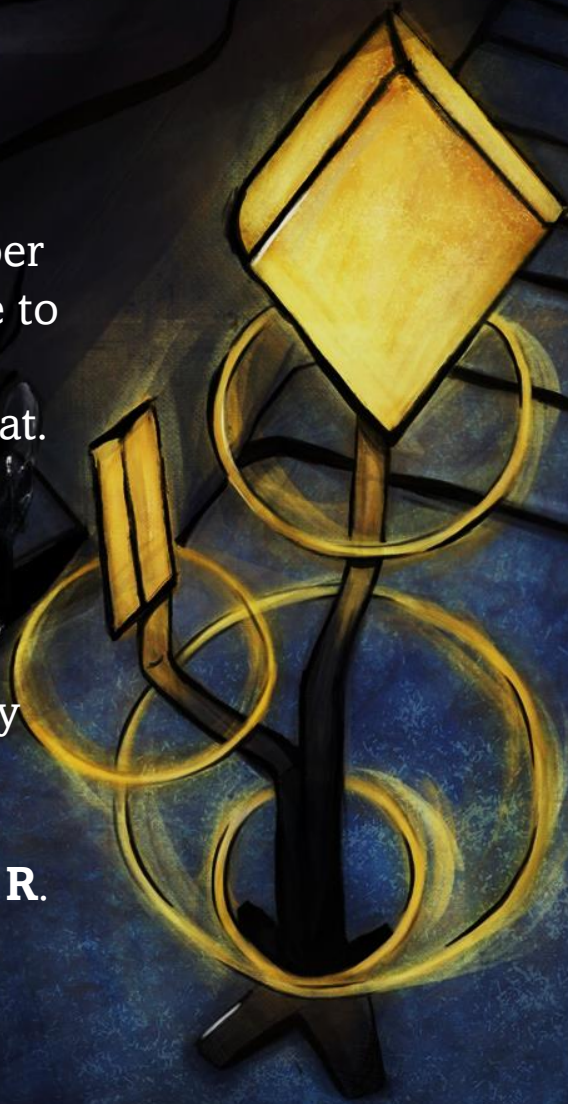
Core mechanics

- *Implants* that provide the player with the variety of builds.
- *Time Anomalies* that change the side quests in the zone completely if the player dies.
- *Dialogue System* that encourages the player to speak with NPCs in the zone after certain lvl-ups.

I have also designed *Combat System*, *Riddles*, *Interactions* and other systems, but their concepts are developed in *collaboration* with other team members. Also, because I have various Data Analysis skills due to my education, I managed to calculate balance in our game.

My skills

- I am interested in making this world a better place with the proper narrative and game design. My research shows that it is possible to share your ideas with the player and deliver a message to them. And the proper narrative structure plays the important role in that.
- I worked in **Articy Draft** and **Miro** to design dialogues.
- I used **Jira Software** to manage the team. My favourite tool is **Confluence** that allows you to organize your game bible the way you want.
- For calculations and building some complex models I worked in **R**.
- Previously, we worked with **Unity** and **C#**, but now we develop our demo in **UE5 Blueprint**.



Values and Ideas

- Narrative Design should be **meaningful**. The game I have designed is aimed at speaking with players about **how dangerous the ideological war can be**, and that humankind underestimates the fragility of the peaceful life it has now.
- The development of the demo version started in **February 2020!** Since then the world has only become a wilder place, and it is important to speak with the player about the crucial social and political issues.
- As a gay man and Ukrainian by my origin, I want to make the world aware of how dangerous it is to stay silent. Throughout my whole life people tried to convince me that games are just for fun. No. Games are also speaking loud and comprehensive.
- **Argenta Fervojo** is my own amateur project, and I would like to find a great team that may find my skills and values appealing to their work.



**Hope to work with
you!**

