



# KUSUNOKI SAMURAI

2023 DEVELOPMENT REPORT

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## An Exciting Year of Progress

Dear Esteemed Investors,

We are thrilled to present to you the Kusunoki Samurai Game Development Status Report for the entire year of 2023. As we embark on this exciting journey to share our progress and achievements, we extend our heartfelt gratitude for your continued trust, support, and investment in our vision.

The year 2023 has been nothing short of remarkable for the Kusunoki Samurai game development team. We have witnessed incredible advancements, milestones, and innovations that have propelled our project to new heights. With unwavering dedication and a relentless pursuit of excellence, we are transforming our initial concept into a fully immersive and captivating gaming experience that is set to captivate audiences around the world.

In this comprehensive report, we will delve into the key highlights of our progress throughout the year, including:

**Gameplay and Mechanics:** Discover how we have fine-tuned the gameplay, crafting an experience that balances the thrill of action with the depth of strategy, all within the rich historical context of the samurai era.

**Visual and Artistic Development:** Explore the breathtaking world of Kusunoki Samurai through our stunning visuals and intricate character designs, showcasing the meticulous attention to detail that sets our game apart.

**Storyline and Narrative:** Uncover the compelling narrative that will immerse players in the world of feudal Japan, weaving together history, myth, and intrigue to create an unforgettable storyline.

**Technological Advancements:** Learn about the cutting-edge technologies we have implemented to ensure seamless gameplay across various platforms and devices.

**Community Engagement:** See how we have actively engaged with our community of gamers, harnessing their invaluable feedback to shape the game's development and foster a dedicated player base.

**Monetization and Marketing Strategies:** Gain insights into our monetization approach and the strategic marketing initiatives designed to ensure the game's commercial success.

We believe that the Kusunoki Samurai game is poised for greatness, and our dedication to delivering an exceptional gaming experience remains unwavering. As we enter the final stages of development, your continued support and partnership are essential to our shared success.

We invite you to join us on this journey through the Kusunoki Samurai world, where honor, strategy, and action converge to create an unforgettable gaming experience. Together, we can write the next chapter in the legacy of gaming excellence.

Thank you for your trust in our vision and your commitment to our shared success. We look forward to discussing the details of our progress and future plans with you in the upcoming presentation.

Sincerely,

**KUSUNOKISAMURAI**

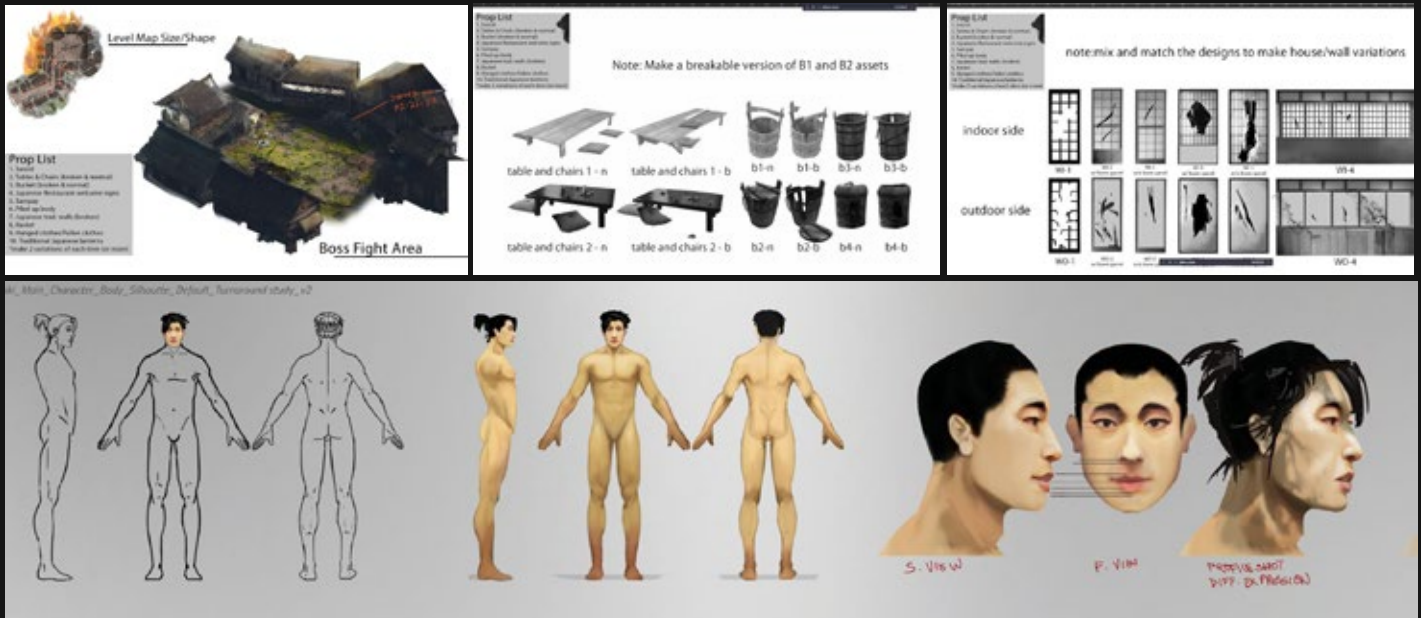
JANUARY 2023 - GAME TRAILER PRODUCTION CONTINUATION

January marks the exciting continuation of our game trailer production journey, with a strong focus on Concept Art, Animation, and 3D Art. These critical elements form the foundation for our captivating and visually stunning game trailer, setting the stage for an immersive gaming experience.



CONCEPT ART

Level Map Design, Houses and Furniture, and Character Design are the core elements that shape the unique world and characters within our game, each contributing to the overall gameplay experience in their own distinctive way.





## JANUARY 2023 - GAME TRAILER PRODUCTION CONTINUATION

### 3D ART ASSETS

3D Art Asset Creation encompasses the development of essential in-game elements, including village houses, furniture, haunting piles of deceased bodies, and tattered banners. These meticulously crafted assets contribute to the game's immersive atmosphere and storytelling.



### CHARACTER 3D DESIGN

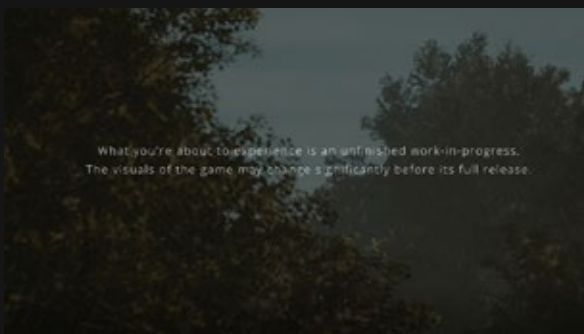
Character 3D Design is a crucial part of our game's development, focusing on bringing our key personas to life. This includes the iconic Kusunoki, formidable bandits, and the menacing boss bandit, each meticulously designed to enhance the game's visual appeal and narrative depth.



FEBRUARY 2023 - LAUNCH OF THE GAME TRAILER

This phase includes crucial steps like setting up lighting for optimal visual impact, rendering the trailer to perfection, and ultimately releasing the Official Trailer.

<https://www.youtube.com/watch?v=rVlax02sToo>



## MARCH 2023 - DEMO GAME DEVELOPMENT

Our game development journey continues with the creation of an expansive open-world landscape, setting the stage for Kusunoki Demo Game Development. We've made significant progress by adding key basic features, including:

- Basic Look and Movement
- Weapon and Item Pickup
- Toggle Combat Mode
- Multiple Attack Options
- Basic Attack
- Charge Attack
- Sprint Attack
- Jump Attack

Furthermore, our Animation Creation process has been in full swing, enhancing the player's experience with animations such as **movement (walk, run, crouch, sprint), rolling, parrying, jumping, charging, and toggling combat mode.**





## APRIL 2023 - ADDITIONAL STORY BOARD AND FEATURES (DEMO GAME DEVELOPMENT)

As we continue the development of the Kusunoki Demo Game, we've made significant strides in crafting the gaming experience. Some key additions and progress include:

**Story Board Creation:** We've outlined the narrative framework to immerse players in the game's world.

Features Added:

**Enemy AI, Roaming, Player Pursuit, Attacks, and Blocking.**

**Multiplayer Functionality.**

**Inventory and Target Lock Systems.**

**Animation Creation:** We've introduced animations for hit reactions, death reactions, bandit multiple attacks, basic attacks, and charge attacks.

**Concept Art:** We've also been working on the concept art for NPC houses, bringing the game's environment to life.







## MAY 2023 - ADDITIONAL ASSETS, ANIMATION, CONCEPT ART AND FEATURES (DEMO GAME DEVELOPMENT)

In our ongoing development of the game, we've introduced several exciting features and artistic elements, including:

Features Added:

**Free Look Camera:** Players can now freely look around while in motion.

**Item Inventory:** A comprehensive list of collectible items is now available.

Concept Art:

**Destroyed Alley:** A detailed portrayal of a ravaged urban alley.

**NPC Lady:** Concept art for a non-playable character.

**NPC Baby:** Concept art for another non-playable character.

**Animation Creation:**

Enemy Movement: Walk and run animations for the game's adversaries.

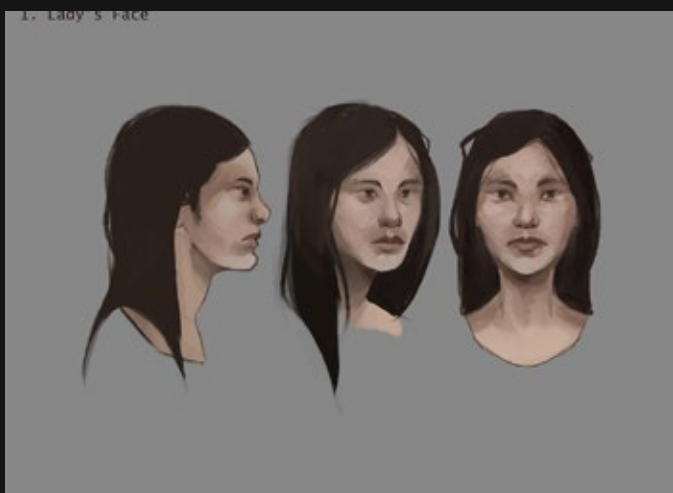
Enemy Attacks: Basic and charge attack animations for enemy combat.

Enemy Roll: Animation for enemy evasive maneuvers.

Player Knockdown: Animation depicting the player's character being knocked down.

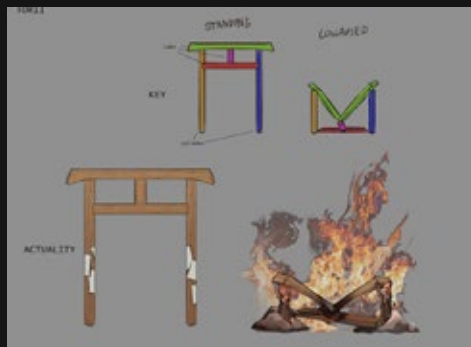
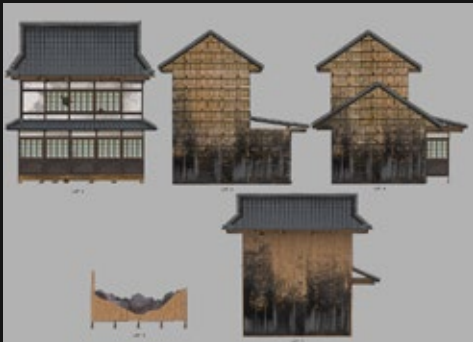
3D Assets Creation:

A range of 3D assets, including Tatami Mat, Irori, Tokonama, Ikebana, Bedding, Genkan, Sliding Door, and NPC House, have been meticulously crafted to enhance the game's visual richness and atmosphere.



MAY 2023 - ADDITIONAL ASSETS, ANIMATION, CONCEPT ART AND FEATURES  
(DEMO GAME DEVELOPMENT)

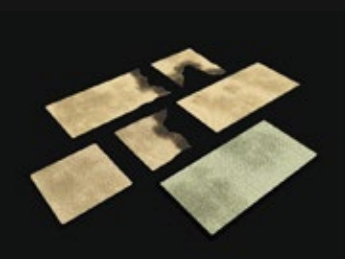
CONCEPT ART DESTROYED VALLEY



CONCEPT ART (NPC LADY AND BABY)



3D ART ASSETS



## JUNE 2023 - ADDITIONAL FEATURES, ANIMATION, CONCEPT ART, 3D ASSET (DEMO GAME DEVELOPMENT)

## Features Added:

**Auto Run:** A convenient auto-run feature for players.

**Enemy AI:** Advanced enemy AI behavior.

**Enemy Roll:** Animation for enemy evasive rolls.

**Enemy Block Reaction:** Improved enemy reactions when blocking.

**Animation Creation:**

**Enemy Block:** Animation for enemy blocking.

**Enemy Knockdown Attack:** Animation for enemy knockdown attacks.

**Player Knockdown Death:** Animation depicting player character's death.

**Concept Art:**

**Traditional Village:** Concept art depicting the charm of a traditional village setting.

**3D Assets Creation:**

**Destroyed Alley Houses:** Detailed 3D assets for ravaged alley houses.

**NPC Baby:** 3D model for the NPC baby character.

**NPC Lady:** 3D model for the NPC lady character.

**NPC Lady Clothes:** 3D model for the NPC lady's attire.

**Torii:** A 3D model of the traditional Japanese gate.



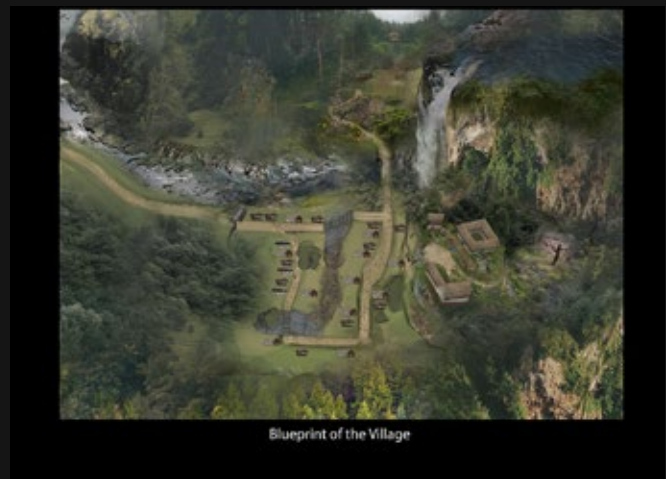


JUNE 2023 - ADDITIONAL FEATURES, ANIMATION, CONCEPT ART, 3D ASSET (DEMO GAME DEVELOPMENT)

3D ASSETS



CONCEPT ART



## JULY 2023 - MOTION CAPTURE, 3D ASSET (DEMO GAME DEVELOPMENT)

### Motion Capture :

Advancing our animations through the utilization of motion capture technology.

### Features Added:

**Camera Cinematics:** Incorporating cinematic camera perspectives for enhanced storytelling.

**Tutorial Function and UI:** Implementing a tutorial system and user interface.

**Sneak Attack:** Introducing a sneak attack mechanic.

**Main Menu Function:** Developing essential functions for the main menu.

**Death Screen:** Creating a screen that appears upon the player character's death.

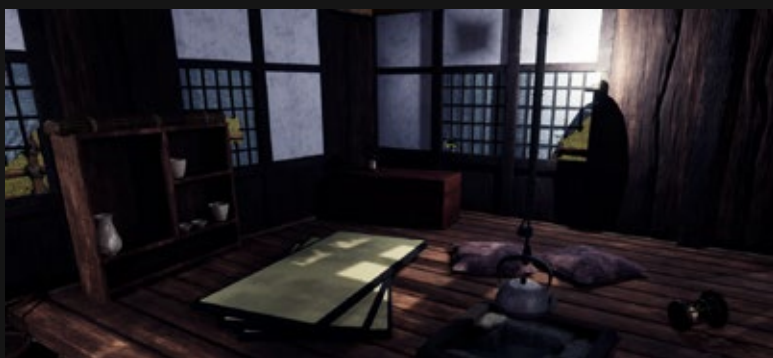
### Animation Creation:

Creating animations for Kusunoki's movements with the baby character, including walking and running.

Designing animations for NPC Lady's movements, encompassing both walking and running.

### 3D Assets Creation:

Crafting various 3D assets, such as Kusunoki's house, Tansu, shelves, a fishing basket, Uchiwa Fan, Sudare Blinds, a toilet, candle lantern, fences, hanging clothes, and logs.



## AUGUST 2023 - MOTION CAPTURE, CLEAN UP, TEXTURE OPTIMISATION, SERVER & API INTEGRATION (DEMO GAME DEVELOPMENT)

### Motion Capture:

Capturing motion data for both Kusunoki and enemies.

### Texture Optimization:

Optimizing textures to improve performance and visual quality.

Connectivity and Integration:

Establishing connectivity by linking Kusunoki Samurai to the server.

Integrating APIs to enhance functionality.

### Features Added:

Implementing a map and a mini-map to enhance navigation and orientation within the game world.





SEPTEMBER 2023 - FEATURES, INVENTORY (DEMO GAME DEVELOPMENT)

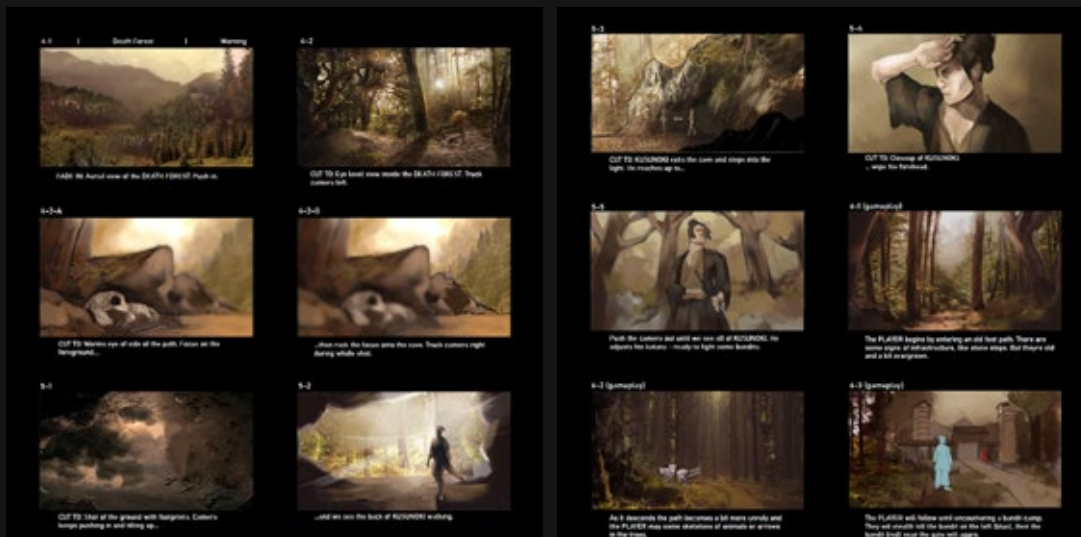
Features Added:

Players can now equip various items, including headgear, gloves, boots, armor, and secondary weapons.

An inventory UI enhancement has been implemented, making item management more intuitive and user-friendly."



CONCEPT ART



INVENTORY UI





OCTOBER 2023 - NEW FEATURES, 3D ART ASSETS, CONCEPT ART (DEMO GAME DEVELOPMENT)

**Concept Art:**

- |                         |                         |
|-------------------------|-------------------------|
| Bandit Camp Shack       | Bandit Camp Lot 2 House |
| Bandit Camp Lot 1 House | Entrance                |
| Akunoya                 | Bandit Camp Lot 4 House |
| Agura                   | Cave                    |
| Bonfire                 | Death Forest            |
| Awning                  |                         |

**Features Added:**

**Level Up:** Characters can now advance their levels.

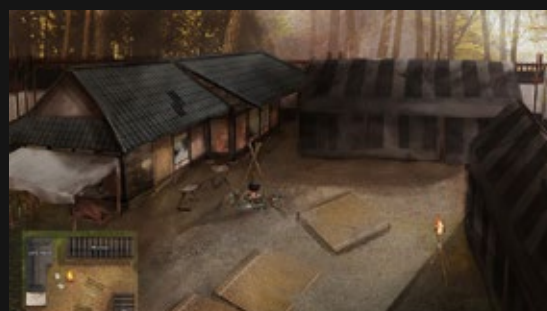
**Character Attributes:** Players can enhance various attributes to tailor their gameplay experience.

**3D Art Assets:**

- |             |                         |         |
|-------------|-------------------------|---------|
| Jinmaku     | Nagaribata Sign         | Shelves |
| Shack       | Akunoya                 | Pot     |
| Bamboo Path | Spear Rack              | Torch   |
| Blankets    | Yoroi Hitsu             | Bowl    |
| Barricade   | Bandit Camp Lot 1 House | Agura   |



**CONCEPT ART**



OCTOBER 2023 - NEW FEATURES, 3D ART ASSETS, CONCEPT ART (DEMO GAME DEVELOPMENT)

LEVEL DESIGN BANDIT CAMP





NOVEMBER 2023 - LEVEL DESIGNS, 3D ART ASSETS, BUG FIXING (DEMO GAME DEVELOPMENT)

LEVEL DESIGN BANDIT CAMP





DECEMBER 2023 - ENHANCEMENT, BUG FIXING, AI DEVELOPMENT (DEMO GAME DEVELOPMENT)

LEVEL AND TEXTURE OPTIMIZATION





KUSUNOKI V3 TOKEN AND PORTAL - DONE

FEATURES:

- In-game currency (with less gas fees)
- Wallet integration
- Swap
- Send
- Liquidity
- Staking
- Inventory
- Marketplace
- Explorer
- v2 to v3 Migration

**KUSUNOKI PORTAL**

- Home
- My Account
  - My Wallet
- Staking
- My Inventory
- Marketplace
- Announcements
- Explorer
- Migrate to v3 |
- Settings

**Swap** | **Liquidity**

Status: CONNECTED

CRYPTOCURRENCY: 19,500,000,000,000,000,000

WALLET ADDRESS: 0xda9d695748020c8a229c591b75b1b7558b

IN-GAME CURRENCY: 0.00000000

WALLET ADDRESS: Kx63b14cc813017d93a1002b0ed8dc31097cb186f

**TRANSACTION HISTORY**

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174	1,000,000,000,000	KARMA	SWAP	Swap KUSUNOKI to KARMA	106 days 1 hrs ago	SUCCESS
169	0.01250000	KUSUNOKI	MIGRATE	Migration ID 168 to v3	106 days 2 hrs ago	SUCCESS

Logout | Help Center

**KUSUNOKI TOKEN MIGRATION v2 to v3**

- Liquidity Pool
- Staking Kusunoki
- Game Demo Access

**KUSUNOKI V2**

Enter Amount: [0]

**KUSUNOKI V3**

Enter V3 Wallet Address: 0xda9d695748020c8a229c591b75b1

You will receive: [0]

Next | Close

We are thrilled to embark on the promising journey of 2024, filled with enthusiasm to elevate Kusunoki to the global gaming stage. Our partnership with Metavurx Studios, top-quality motion graphics company, promises a highly productive year ahead.

Together, we will redefine gaming excellence, setting new standards and captivating audiences worldwide. Your support is the driving force behind our ambitions, and we can't wait to share the exciting developments and achievements that lie ahead.

Here's to a profoundly productive and game-changing 2024 for Kusunoki!

**KUSUNOKISAMURAI**

[www.kusunokisamurai.com](http://www.kusunokisamurai.com)