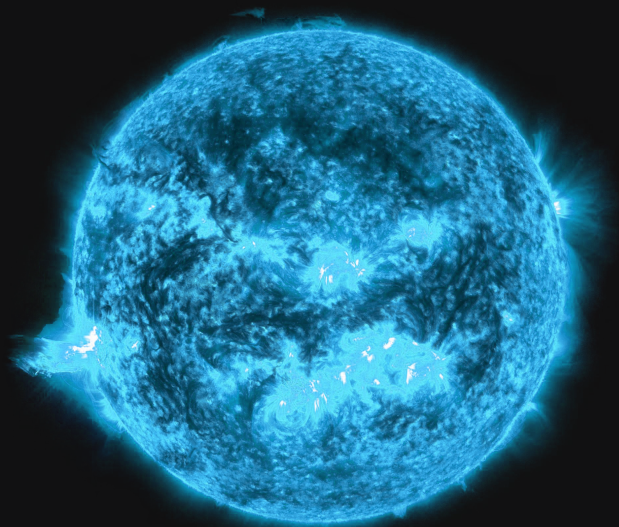




Project Azura: The Forge of the Four

Project Summary for New Collaborators



**Please note that this is a collaboration project:
there is no initial financial compensation.**

**The immediate goal is to build a demo to present to publishers, with
the aim of securing funding, establishing fair profit sharing, and
moving the team into paid positions for the full development of the
game.**

This document is a living draft. The project and the team are still in the formation phase, so many aspects are still being defined and evolving. As development progresses and the team consolidates, it will be updated with more details about the timeline, production goals, gameplay systems, and other key sections. Future versions will provide an increasingly clear and complete vision of the scope, deadlines, and structure of *Azura: The Forge of the Four*.

Here you can listen to a preview of how the world of Azura sounds, courtesy of our composer [Martin Byrial](#).

🎵 [Azura.mp3](#) 🎵

The Heart Behind the Project

This project was born from a personal novel I've been writing for years, which naturally evolved into the idea of adapting its world and characters into a video game. I've been passionate about games my entire life and, while not in a strictly professional way, I've developed a deep understanding of game design and narrative — especially regarding this particular idea and the vision behind it.

What began as a personal story has now grown into a collaborative effort, powered by passion and supported by a team of talented people with solid experience across different areas. Many members of the team bring strong technical, artistic, and narrative knowledge, which ensures that the project is being approached with both creativity and expertise.

We are working in an organized way, with clear documentation, structured pipelines, and defined goals. Our Creative Director, Cristian, provides strong technical and artistic guidance, making sure that the production and artistic side of the project are handled at a professional level. This combination of passion and collective experience is what gives Azura: The Forge of the Four a solid foundation and the potential to become something truly special.

Discover some of the outstanding talent already on board

(Click on the name to access the portfolio)

[Mahmoud Hady](#)

3D Team Lead / Senior Character Artist

[Sylee](#)

Character Concept Artist

[Martin Byrial](#)

Composer

[Project Azura Demo](#)

[Rodrigo Yubero](#)

Character/Environment Concept Artist

[Ren Miranda](#)

3D Character Artist

[Anastassia Rudnyk](#)

3D Character Artist

[Valentine Kukharskyi](#)

3D Character Artist

[Javier Álvarez](#)

3D Character Artist

[Marco Yu](#)

3D Character Artist

[Daniel Cano](#)

3D Environment Artist

[Javier Durán](#)

3D Environment Artist

[Carlos Mazcuñán](#)

Lead Programmer

[Ana-Maria Dumitru](#)

Art Director / Concept Artist

[Lauren González](#)

Lead Rigger

[Adrián Cunille](#)

Rigger

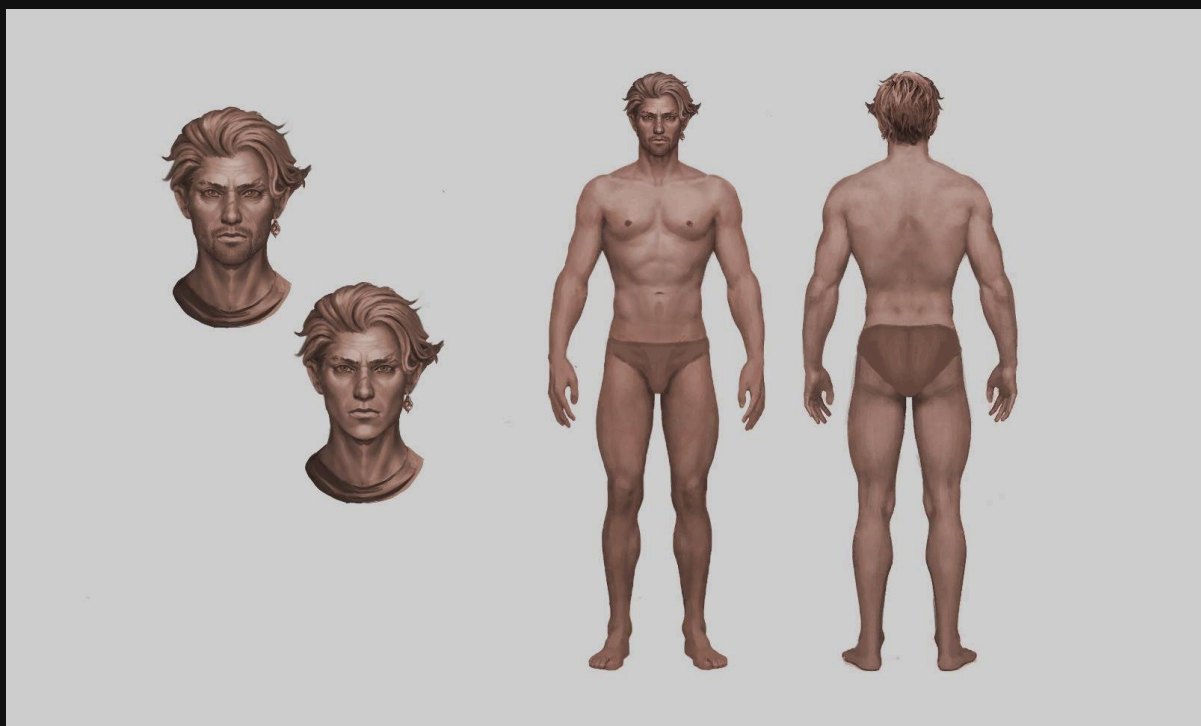
[Marina Arroyo](#)

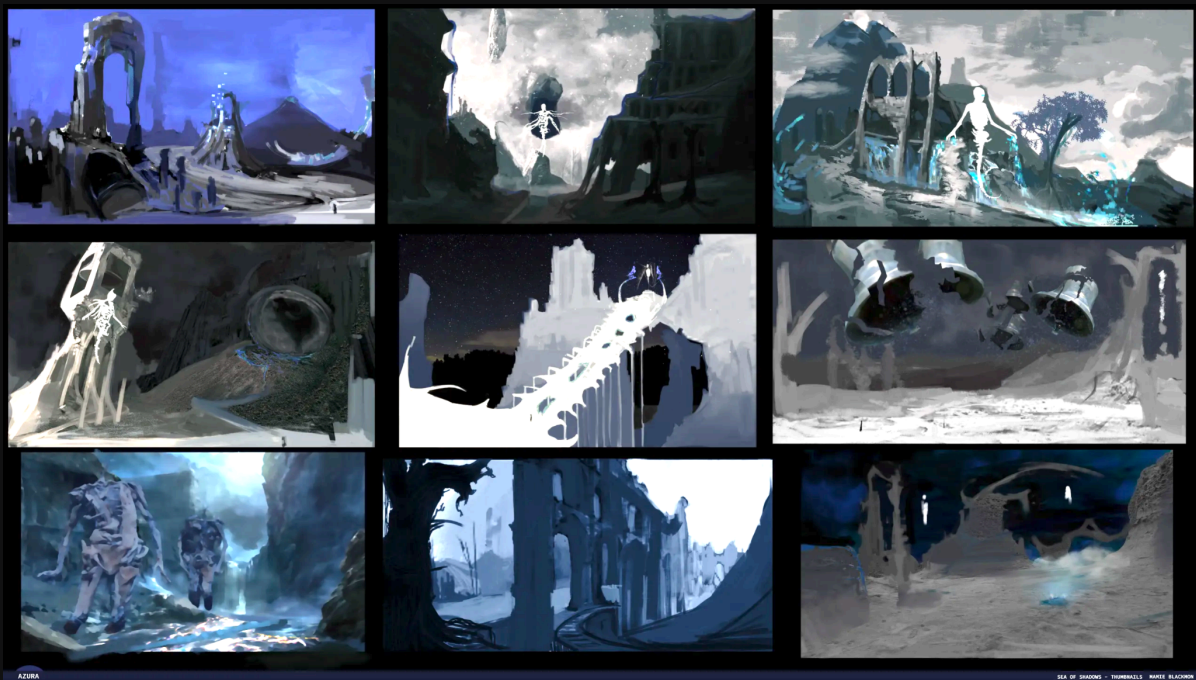
Rigger

[Igor Konart](#)

Environment Concept Artist

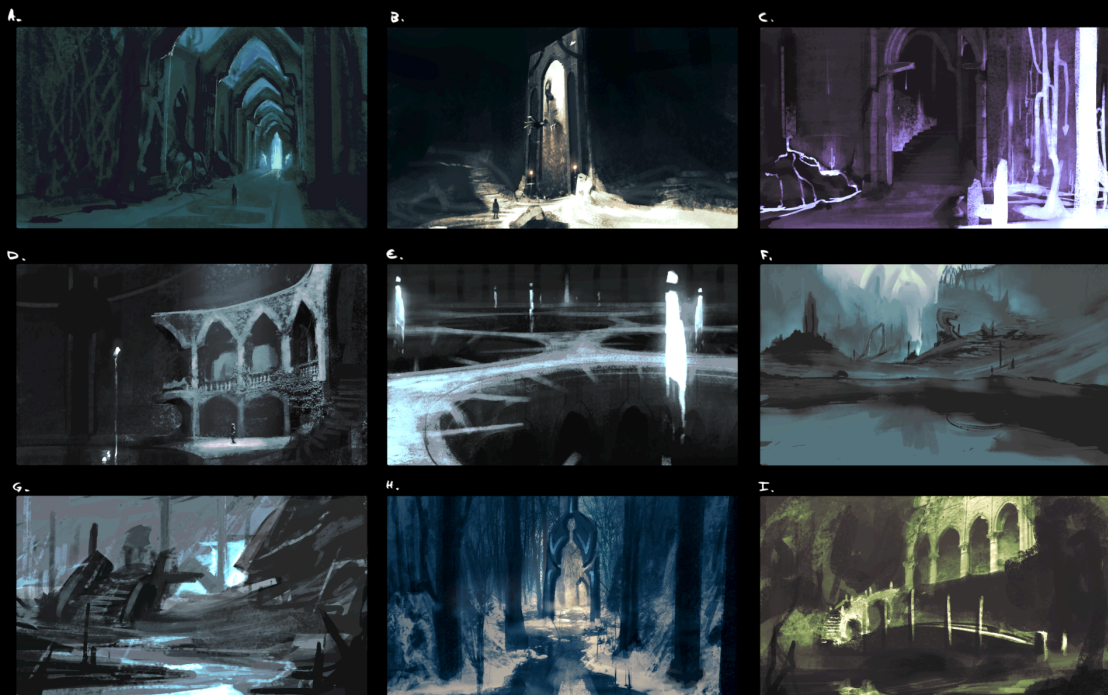
Take a look at the world of Azura



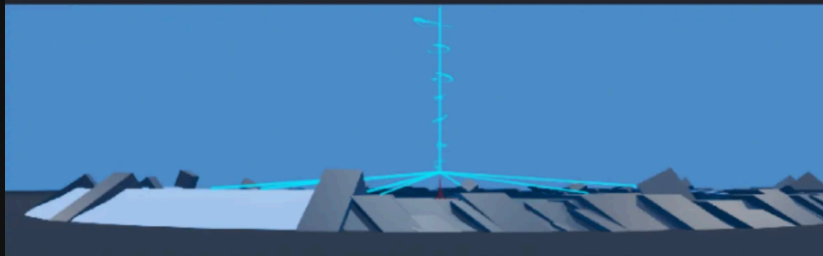
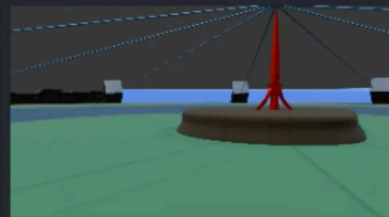
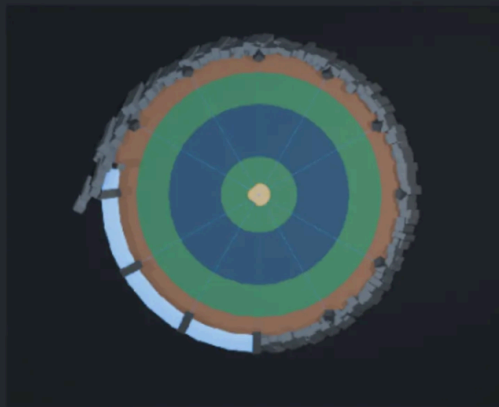
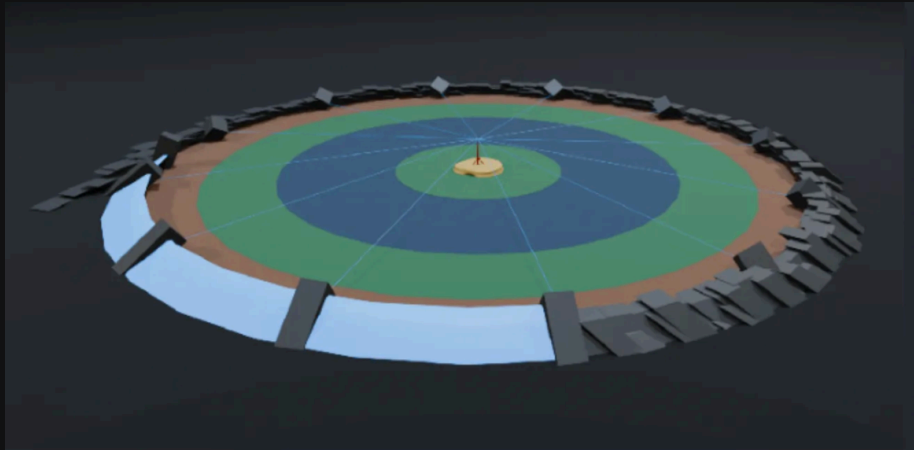


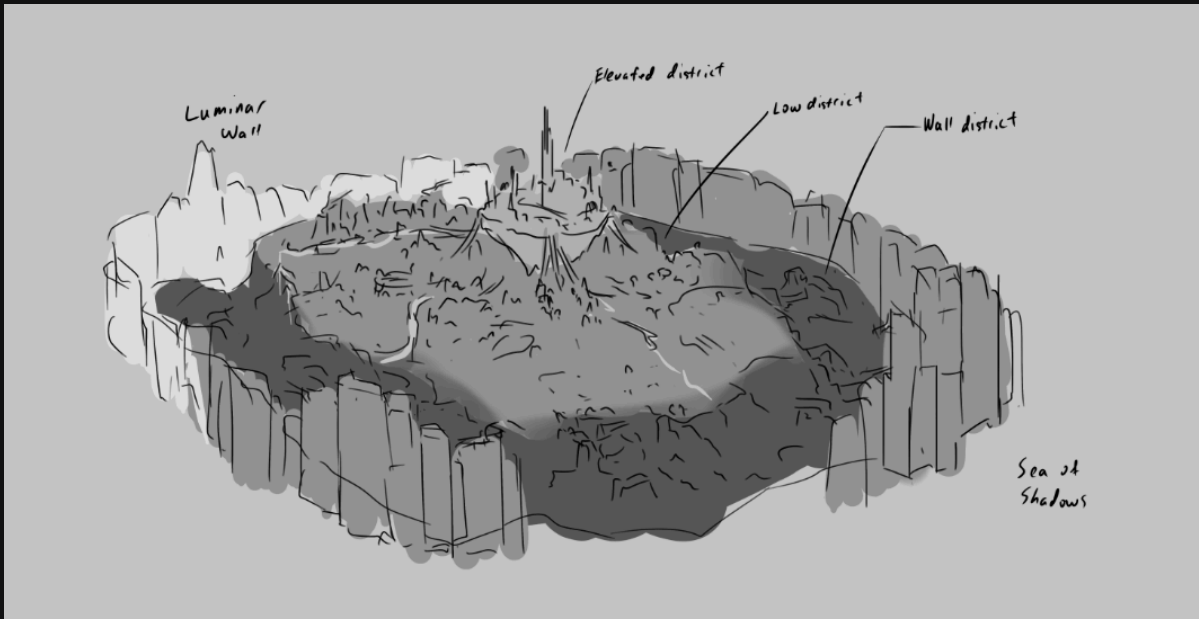
AZURA

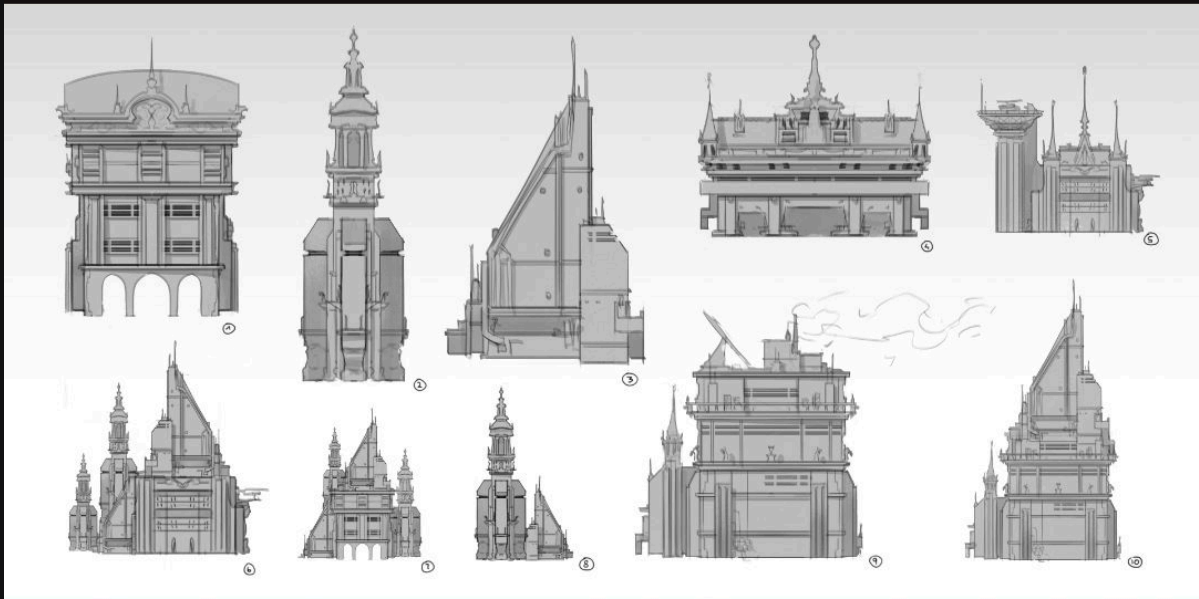
SEA OF SHADOWS - THUMBNAILS - MAREE BLACKBURN



SEA OF SHADOWS - THUMBNAILS - IGORKONART





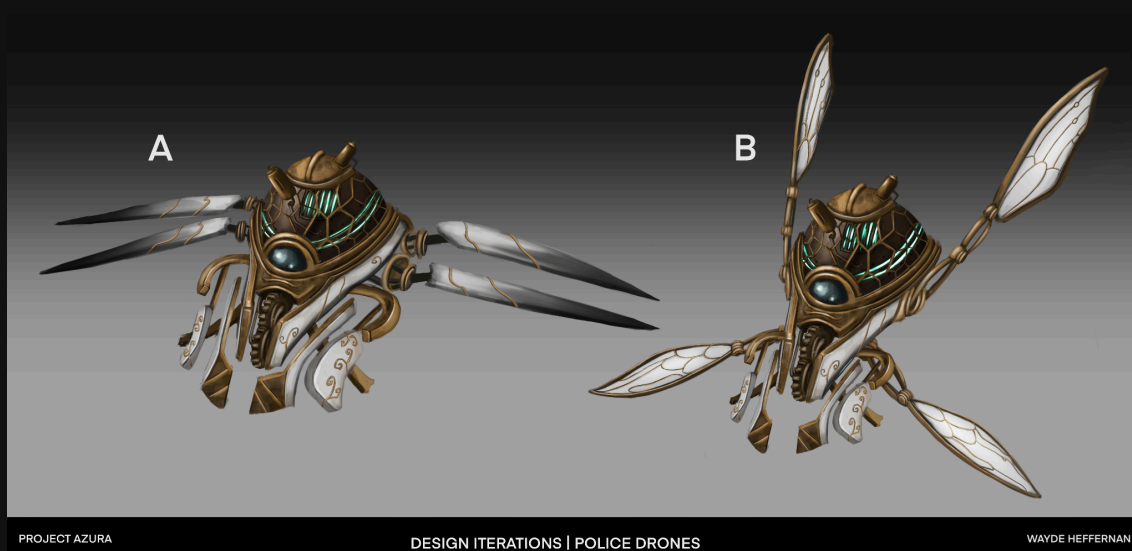
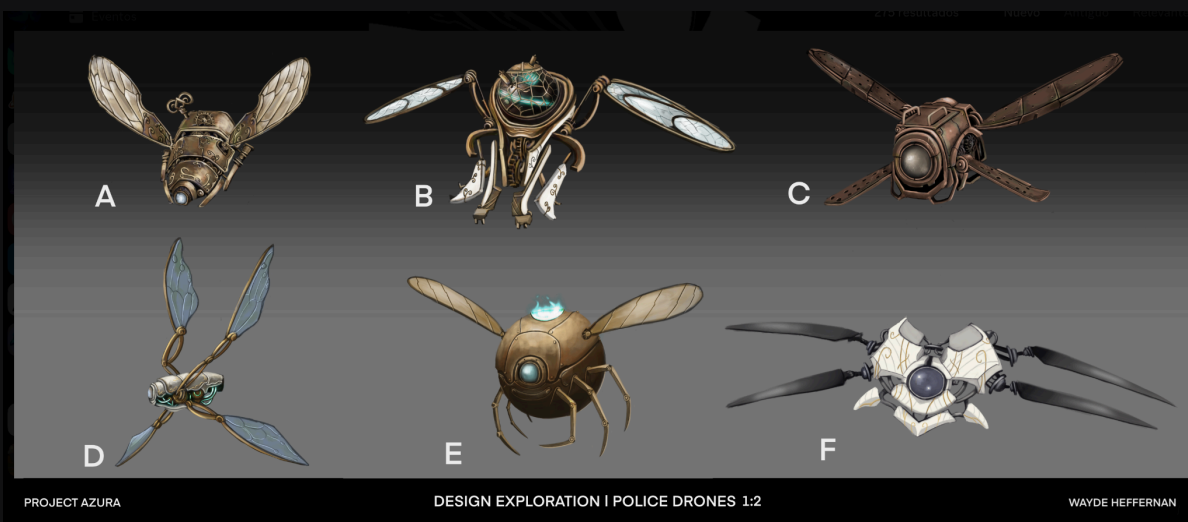


Project Azura

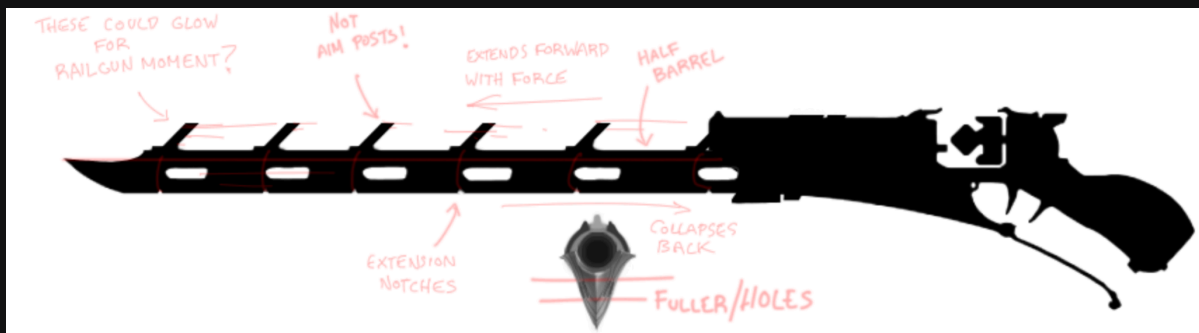
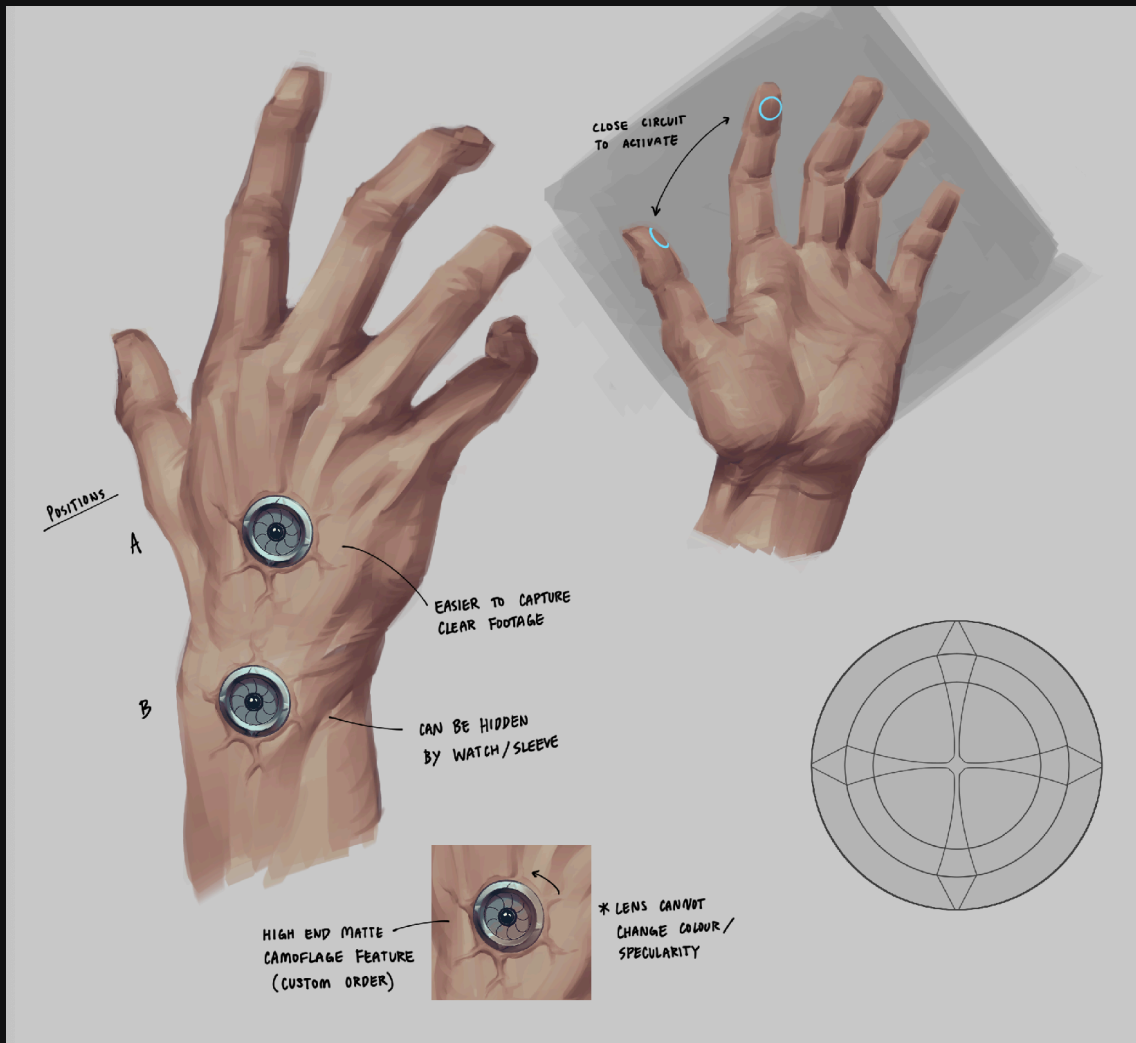
Max Stromsky · July 2025

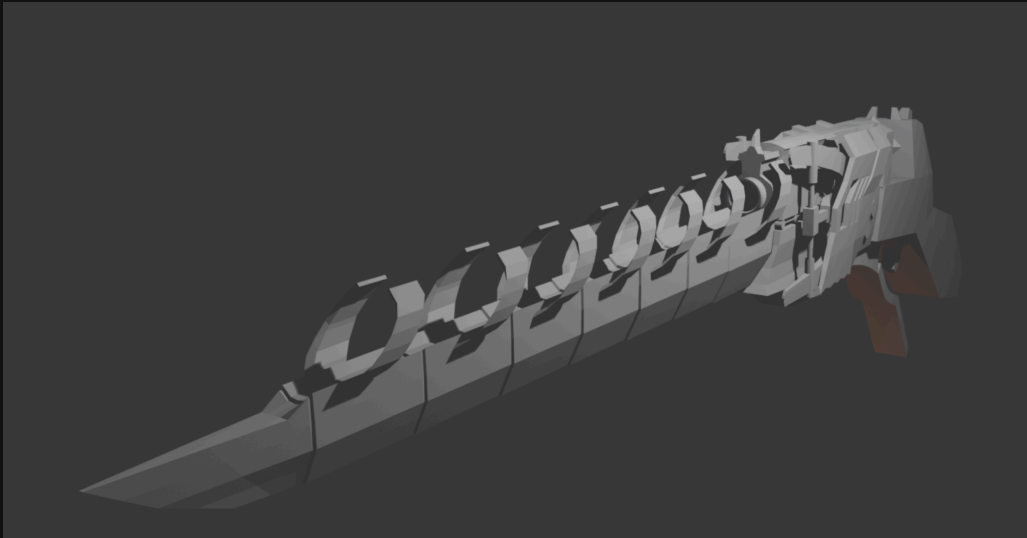


Igor Konart / environment / interior space / kael's apartment - refining









Project Overview

Azura: The Forge of the Four is a narrative-driven JRPG project that blends dystopian science fiction with mythic fantasy. Set in the isolated city of Mathria, Azura seeks to deliver cinematic storytelling and a hybrid tactical combat system, inspired by classic JRPGs but with a modern, darker twist. The story's tone is mature and somber yet hopeful, exploring deep themes such as truth vs. propaganda and duty vs. conscience within a richly immersive and morally complex world. Our vision is to create an experience both epic and personal, evoking the essence of great RPGs of the past but with a fresh and nuanced approach.

Narrative Context

The story unfolds in Mathria, humanity's last bastion, a futuristic metropolis confined behind massive walls. Generations ago, four legendary beings known as the Forgers created an artificial star called the Great Blue to illuminate and power the city, sealing it away

from a wasteland haunted by Devourers, monstrous entities capable of consuming matter itself. Over time, the Forgers came to be revered as mythical founders, but in the modern era Mathria is controlled by an authoritarian megacorporation known as BlueTech. BlueTech dominates technology, security, and governance, enforcing a rigidly stratified society: the elite live in comfort among neon skyscrapers, while the poor struggle for survival in the shadowy districts at the city walls. Oppression and corporate propaganda permeate daily life; history is manipulated, and truth is scarce.

In this tense context, a series of unsettling crimes shake the city: victims are found completely drained of blood, reduced to desiccated husks with no visible wounds, as if their very life force had been mysteriously siphoned away. Even stranger, all victims are somehow connected to BlueTech, hinting at a conspiracy within the corporation itself. Enter our three protagonists, whose perspectives intertwine to unravel Azura's central mystery:

- **Kael** – A weary private investigator from the humble *District of the Walls*. Tired but relentless, Kael feels a personal duty to uncover the truth behind the murders and deliver justice to those forgotten by the system. We first meet him examining yet another strange crime scene, determined to get to the bottom of the case. Naturally skeptical, Kael seeks rational explanations, but the inexplicable nature of the crimes leaves him open to possibilities that defy science, raising the unnerving question: is there a dark legend coming to life, or some hidden technological horror?

- **Leezah** – A young agent of BlueTech’s elite security forces (the “Blue Shadow” unit). Born into privilege at Mathria’s peak, Leezah seeks to prove her worth through service. Early in the story, we see her leading a raid against rebel insurgents, where an ambush and difficult choices test her convictions. Forced to act against her moral compass by her superiors’ orders, Leezah begins to question the propaganda she was raised with. Her loyalty to BlueTech clashes with her conscience, and her greatest battles become internal: will she continue to follow orders blindly, or listen to her empathy and sense of justice?
- **Emrys** – A modest historian and teacher, seemingly distant from violence, yet he becomes a key piece of the puzzle. Emrys encourages his students to think critically about Mathria’s official history, already earning BlueTech’s disapproval. On top of this, he suffers vivid nightmares that feel like premonitions: night after night, he dreams of bloodless corpses, visions eerily similar to the real murders. Convinced that the keys to the present lie hidden in Mathria’s forgotten past (perhaps in the ancient legends of the Forgers), Emrys begins to investigate forbidden books and records, determined to uncover the truth behind BlueTech’s façade of order. He embodies the courage of knowledge and the pursuit of truth in the face of disinformation.

As the story progresses, the paths of Kael, Leezah, and Emrys converge. Their perspectives—Kael’s street-level investigation, Leezah’s moral conflict within the military machine, and Emrys’s scholarly quest for truth—intertwine to reveal the scope of the conspiracy behind the bloodless bodies. Together, they peel back

Mathria's polished veneer, exposing a web of lies and crimes that tie ancient myths to cutting-edge science. The player will experience an atmospheric story, layered with personal dilemmas: Kael must weigh truth against protecting loved ones, Leezah must define where her true loyalty lies, and Emrys must carry the burden (or gift) of knowledge that could make him a target. Ultimately, *Azura: The Forge of the Four* offers an immersive saga of forging hope in dark times—combining the epic with the human to deliver a tale as emotionally captivating as it is intriguing.

Gameplay

Azura's gameplay design complements its strong narrative. The game introduces a hybrid combat system blending turn-based tactical strategy with dynamic real-time elements. Our design philosophy is to merge the depth and planning of a classic JRPG with the intensity and cinematic feel of an action game.

In practice, battles unfold in turns (allowing time to strategize), but during enemy turns the player can perform reactive defensive actions in real time (precise dodges, timed blocks). This means that even when it's "not your turn," you remain actively involved—perfect timing allows you to avoid damage or counterattack, adding tension and adrenaline without sacrificing tactical depth.

Each character has unique mechanics and can switch between combat positions (melee or ranged) to exploit different advantages, adding strategic variety. In short, if you love the thoughtful planning of traditional turn-based RPGs but crave interactive action intensity, Azura aims to offer the best of both worlds. Importantly, every battle

will be integrated into the story, so that fights feel narratively meaningful as well as mechanically innovative.

Current Development Status

Engine: Unreal Engine 5

The current focus is building a vertical slice (a representative demo) as proof of concept for Azura's gameplay and central story. Solid foundations are already in place: major story milestones, design documentation, and prototypes. In the short term, our goal is to complete and polish this vertical slice—refining intro scenes, combat mechanics, and visual style to a high level of quality. In the mid-term, we will use the demo to gather community feedback and attract publishers or funding partners. With this momentum, development will scale up toward the full game, expanding content, refining systems, and growing the team as needed.

We are at an exciting stage where the foundations are set and Azura's world is taking shape. The project is in pre-production and team-building, making this a crucial moment for new collaborators to join and leave their mark on the project's direction.

Collaboration Model

We know joining an indie project early is a leap of faith, so we've structured our collaboration model to be transparent, fair, and motivating. Azura is currently a passion-driven, volunteer project operating on a revenue-share (rev-share) basis. Instead of upfront

salaries, contributors share in the project's future rewards. Here are the key points:

- **Revenue Share:** Each team member will earn a proportional share of net profits from the commercial exploitation of *Azura: The Forge of the Four* (game sales, licenses, crowdfunding, merchandising, etc.). The exact distribution will be based on contribution level and continuity, decided transparently with the core team. In this initial stage, no financial compensation is expected; if external revenue arrives, terms will be revised. **Our mid-term goal is to secure funding and transition into paid roles, prioritizing early collaborators for those opportunities.**
- **Intellectual Property:** Each collaborator retains copyright of their original work (art, code, music, writing, etc.). The project is granted a non-exclusive, worldwide license to use those assets in the game and promotional content. Contributors are encouraged to use their work in personal portfolios or reels even before release, provided proper credit is given. In the final release, all contributors will be credited under their role. If material is later used beyond the original scope (spin-offs, merchandising, etc.), a separate agreement will be negotiated.
- **Commitment:** Team members may balance this with other jobs or studies. We emphasize flexible but responsible commitment: no crunch, no strict deadlines unless mutually agreed. What we expect is open communication and consistency. We value steady progress and passion more than rigid schedules.

- **Work Style:** We work collaboratively, remotely, and transparently. Documentation is fully accessible, feedback is encouraged, and decisions are made together in each area. Trust, respect, and initiative form the core of our culture. Joining Azura means your voice matters, your talent is valued, and you are treated as a co-creator, not just a task-filler.
-

Join the Forge

Azura: The Forge of the Four is more than a game for us—it's a world we're building with heart. We are passionate about the story we want to tell and the mechanics we're creating, and we know the project will shine brighter with the contributions of talented, enthusiastic people. Joining now means becoming part of the founding team and seeing your influence across Mathria.

If this summary sparks your imagination—if you've pictured Mathria's rain-slick streets under the glow of the Great Blue and thought “*I want to be part of this*”—then we'd love to meet you. Let's talk about your interests and how we can build something incredible together.

We invite you to join us at the Forge – let's craft something special.

Aday Sepúlveda
Cristian Sepúlveda

Game Directors

