



ATTRITOM7
PRODUCTIONS LTD.

ESTABLISHMENT

ATTRITOM7 Productions Ltd. was established in 2021 by a group of architects, game developers and visualization artists with a concept to provide better quality of 3D visuals and motion graphics. **ATTRITOM7 Productions** has worked for various architectural firms and real state companies. The company has been creating 3D renders, game assets & visual effects across various mediums. It is dedicated to a vision of providing excellent quality of service, underscoring the role of continual improvement to exceed client expectations.

Previously our team only focused on motion graphics & visualization techniques but now we are developing games for PC and other platforms. Currently we are producing our own games that includes Agontuk, Zero Hour, Blackwood and some of the untitled projects. In our games we are involved in planning the whole game and give directions accordingly. We are in charge of the quality control of the game and creating the environment, designing the maps, layouts, 3d modeling and also all the visualization which includes architectural aspect. Currently because of the enthusiast artists we are the only team in Bangladesh who are capable of handling the art styles we want to create in our games.

We use softwares such as Maya, 3DS Max, and Visual Studios, Substance Painter and Unity for most of our work. Our biggest achievement, before Zero Hour, was the Master Anim System. This was our attempt in making a controller, with various weapons to carry and a smooth movement system with Angle detection to turn. It comes with a vehicular system, the player will be able to get in and out of vehicles performing animations. A basic parkour system to platform detection. A performing Melee system. A usable phone system, with User interface. A taunt system. Opening, closing doors and much more.

AS A PRODUCTION COMPANY WITH MANY TALENTED DEVELOPERS, WE DEVELOP VIDEO GAME ASSETS ALONG WITH OUR OWN VIDEO GAMES. WE PROVIDE OTHER VARIOUS SERVICES SUCH AS VIDEO EDITING, CINEMATOGRAPHY AND PHOTOGRAPHY.

WE ARE PASSIONATE ABOUT THE INFORMATION TECHNOLOGY SOLUTIONS WE DEVELOP, THE SUCCESS OF THE PROJECTS WE WORK ON, AND THE CLIENTS WE WORK WITH. WE FOCUS ON PROVIDING HIGH-QUALITY PRODUCTS AND SERVICES WITH EMPHASIS ON EXCELLENCE IN EVERYTHING WE DO, SO EACH PROJECT DELIVERS MAXIMIZED VALUE AND RETURN TO THE CLIENT. WE HAVE ESTABLISHED AND REFINED OUR KEY PROCESSES THROUGH OUR YEARS OF SUCCESSFUL EXPERIENCE THAT ENABLES US TO WORK EFFECTIVELY WITH OUR CLIENTS.

WHAT WE DO?

PHILOSOPHY

Quality |

Coherence |

Creativity |

Innovation |



Our company's mission is to provide high-quality content only. The current players have become more demanding and because of that our aim is to develop fascinating games with addictive game play that deliver fun to everyone. We create only the kind of games that we'd love to play.



Combining our extensive experience, effective communication and customer-focused attitude, we focus on implementing solutions and services to match client's specific requirements.



We adhere to agile approach for software application development which focuses on rapid iterations, small and frequent releases, and evolving requirements facilitated by user involvement in the development process.



Have particular attention to business study and analysis, as it is a fundamental part of the web and software development process.

PROJECT TIMELINE
(CURRENT & UPCOMING)

2022



H O U R

Zero Hour

A tactical FPS with online team-based game play that takes place in a variety of fictional locations interpreted in Bangladesh with Real-life scale & resource management. It brings a grounded, close quarter combat experience to the game.

2026



UNTITLED ACTION-ADVENTURE

a cinematic, story-driven, third-person game.

UNTITLED

PSYCHOLOGICAL HORROR

A unique story with its setting and bring the culture of Bangladesh and India into the mix.



2026



2027



BLACKWOOD

an upcoming single-player, third-person action-thriller
Set in 2012 New York, players control Anton Blackwood, a DVD store owner.

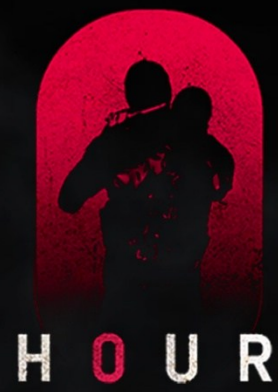


2030

AGONTUK

Agontuk takes place in the city of Dhacca, a developing city where every place you visit tells a different story. It is the first largest and most ambitious game ever undertaken by a Bangladeshi game development studio.

As a open-world storytelling mission-based gameplay, Agontuk focuses on a highly interactive environment in a re-imagined, present day Dhaka.



ZERO HOUR

A tactical FPS with online team-based action game play that takes place in a variety of locations in Bangladesh with Real-life scale & resource management. Inspired by various other tactical shooter games, Zero Hour tries to bring a very grounded CO-OP and Team vs Team experience in locations with real-life scale (no video game scale) and resource management.

In multiplayer, both sides are tasked to wipe out the other team and complete objectives. The defenders are tasked to protect the bomb from being defused and keep their hostage from being rescued and running away. On the contrary, the attackers are to defuse the bomb or rescue the hostage held captive. In the CO-OP mode, based on the map you decide to play in, will have several objectives that will need to be completed in order to call for extraction.

TACTICAL GAMEPLAY

Zero Hour brings a very grounded CO-OP, 5v5, team vs team, Close quarter combat experience to the game that focuses on two teams with each player having their own roles. The attackers utilizing shields, weapons and the planning table and the terrorists utilizing traps and gadgets in order to fortify the area.

WHY PEOPLE LIKE IT ?

We believe that with Zero Hour we are providing a slow-paced shooter experience that no other game is providing in the market. With realism and proper tactical elements in mind we are providing intense gameplay in both co-op and pvp experiences.

AGONTUK

Agontuk takes place in the city of Dhacca, a developing city where every place you visit tells a different story. **It is the first largest and most ambitious game** ever undertaken by a Bangladeshi game development studio.

As a open-world storytelling mission-based gameplay, Agontuk focuses on a highly interactive environment in a re-imagined, present day Dhaka. Agontuk is based on a fictional version of Dhaka named "Dhacca". It uses a reimagined version of all real locations in Dhaka.

Youtube : <https://www.youtube.com/channel/UCPR4p031dwvtmJfPdAT0COg>

A man wearing a blue baseball cap, a brown leather jacket, and dark pants is sitting on the hood of a dark-colored car. He is holding a handgun in his right hand. The car has "GARAGE" and "PARTS & SERVICE" written on its side. The background is a dark, industrial setting with a building that has "BROOKLYN" written vertically on its side. The scene is lit with warm, orange light, creating a gritty atmosphere.

BLACKWOOD

Step into the world of BLACKWOOD, a gritty third-person action thriller that blends smooth, responsive combat with cinematic storytelling.

You play as a seemingly ordinary store owner, managing your small DVD shop in an authentic recreation of New York, 2012. But when night falls, you descend into the city's underworld as a contract killer, caught between survival, morality, and a past that refuses to stay buried.

UNTITLED PSYCHOLOGICAL HORROR

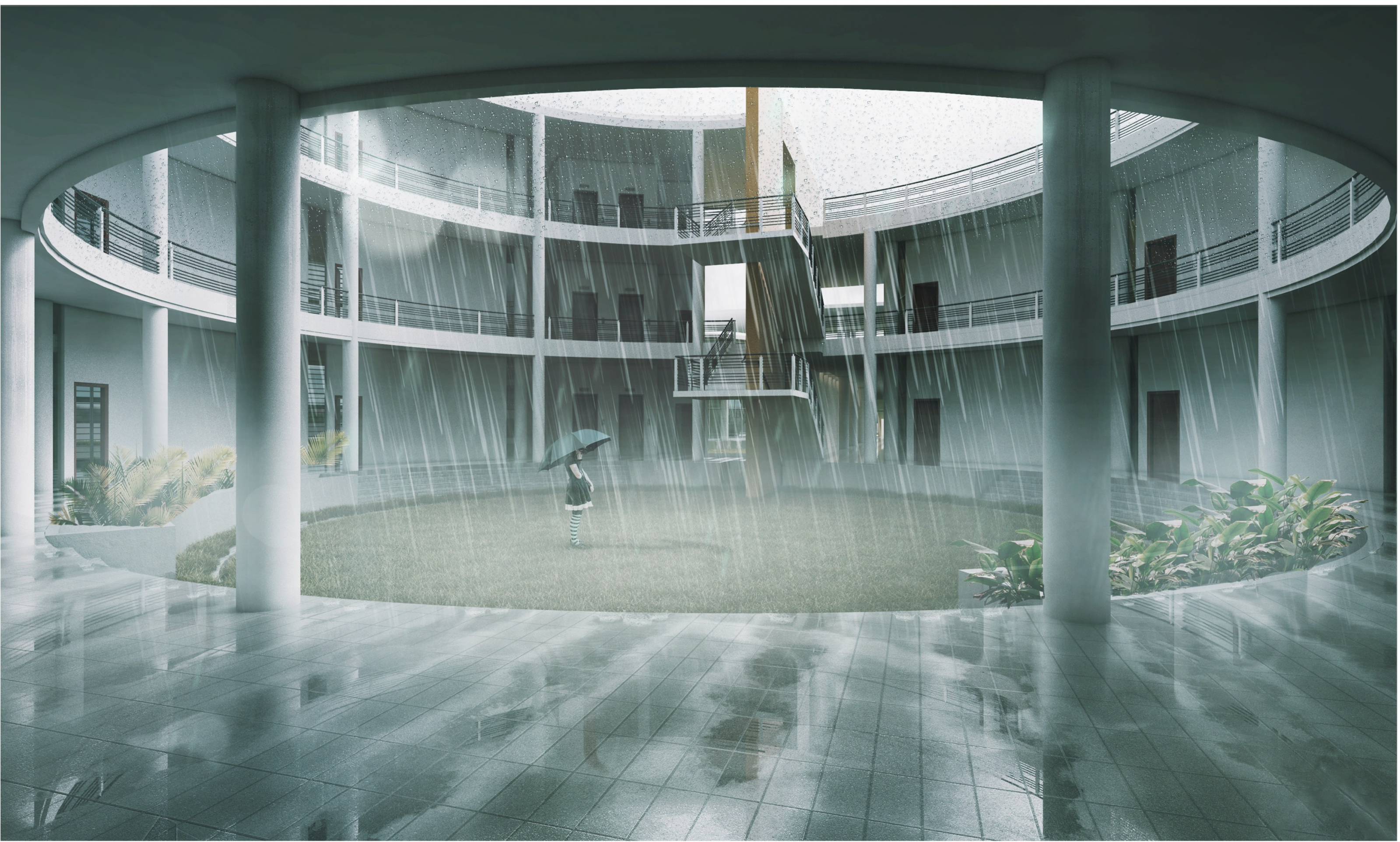
The Untitled Psychological Horror project is a first person perspective experience that will take place in an interactive environment based in Sylhet (a green hilly region of Bangladesh). The game will be driven by a semi-linear story of a teenager who has mental disorder and is revisiting his family's dark underbelly. The story is revealed through various puzzle solving with procedural elements to make the overall experience more dynamic. We plan to even add a possible co-op element to allow for a 2 player experience of going through the story together with a friend. The artstyle of the game will portray a very accurate architecture of Bangladeshi bangalow, with elements directly referring to the cultural aspects of the nation. The gameplay loop carries death as part of gameplay and so there are no game overs, you would simply progress through the story in a different way when caught by the entity.

ARCHITECTURAL VISUALIZATION















FUTURE PLAN

IN 3 YEARS

- Educate more Bangladeshi talents to improve workforce.
- Release 2 new products in the market
- Employ more staff (200-300).
- Provide employees with better packages.
- Represent the subcontinental culture to a global audience through our products.

IN 5 YEARS

- Open a branch overseas to hire more experienced staff (20-30).
- Have the new branch staff direct the Bangladeshi development staff to improve their skills and maintain quality.
- Build a sustainable game development industry in Bangladesh.
- Have 4 products in the market.

YOU
CAN'T
FIND
US
EVERYWHERE !



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