KALDRIS GAMES

PLAYSTATION PARTNERS DOSSIER

Studio profile

Version 1.0 · 2026

Project: Operation: Urban Strike · Target platform: PlayStation 5

Studio: Kaldris Games · Contact: contact@kaldrisgames.com

1. The studio at a glance

Kaldris Games is an independent video game studio specialising in technically demanding tactical action. Our first production, Operation: Urban Strike, is a tactical, arcade FPS for PlayStation 5, already playable as a technical demonstrator.

1	6	60
GAME IN PRODUCTION	GAME MODES	FPS

IDENTITY	
Name	Kaldris Games
Legal form	Sole proprietorship (French micro-entrepreneur), active since 01/05/2020 · NAF 6201Z
Registration number	SIRET 883 241 473 00015
Location	city, country
Website	https://kaldrisgames.com
Lead / contact	Guillaume Leleu — contact@kaldrisgames.com
Team size	1 founder · collaborators to be completed

> The PlayStation Partners programme requires a registered legal entity: check with Sony that the sole-proprietor (French micro-entrepreneur) status is accepted in your country.

2. Vision and approach

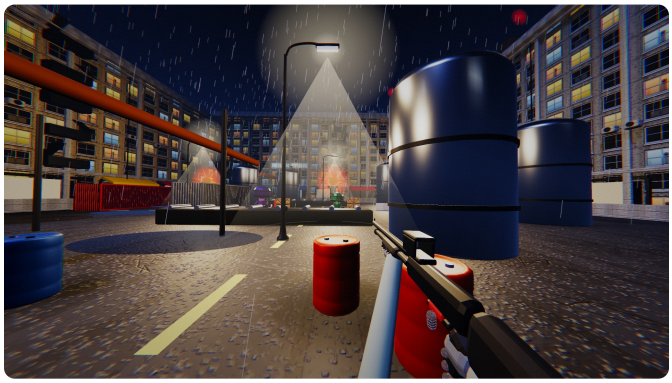
We prototype fast, measure everything, then port to the target platform with a quantified specification. The playable demo is not an end in itself: it is the gameplay, AI and performance proof that precedes the native port.

- **Gunfeel** — interpolated ADS, procedural recoil, haptic feedback.
- **Readability** — explicit finite-state AI, direction indicators, hierarchical HUD.
- **Performance** — 60 FPS, load < 2 s, measured budgets.

3. Our first game: Operation: Urban Strike

A mechanical colossus ravages the city. The player, a soldier, destroys its drones and saves the city by fighting up one long street in ten blocks, then facing the colossus. Survival mode, seven fully customisable weapons, five classes, four drone types, a final boss, challenges and online progression.



4. Why PlayStation 5

The game is designed to take advantage of the platform:

- DualSense: adaptive triggers (optic weight when ADS, trigger wall on fire), haptics (fire rate, shells, impacts), speaker (reloads, radio).
- Ultra-high-speed SSD: loads < 2 s, zero asset wait.
- Dynamic 4K 60 FPS / 1440p 120 Hz.
- Activity Cards: launch a block or Survival straight from the console.

5. Team

Key studio roles (to be completed with real people):

ROLE	PERSON · EXPERIENCE
Direction / production	Guillaume Leleu · independent developer since 2020 (NAF 6201Z)
Technical direction	Guillaume Leleu
Game design	Guillaume Leleu
Art / animation	Name · background

6. Links

- Playable demo: **https://kaldrisgames.com/play/**

- Studio website: **https://kaldrisgames.com**
- Video / trailer: **https://kaldrisgames.com**

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