

# Game Pitch Document

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**Title:** Iron Symphony

**Genre:** Action Roguelike with Hack-and-Slash elements

**Style:** 3D, Isometric, Industrial Gothic Aesthetic

**Platform:** PC (initial release), with potential expansion to consoles

**Market:** Fans of fast-paced combat games (e.g., *Devil May Cry*) and roguelikes (e.g., *The Binding of Isaac*, *Hades*)

**Elevator Pitch:** A dynamic, fast-paced roguelike where players battle hordes of biomechanical monstrosities in a collapsing industrial world using stylish combos and evolving weaponry.

## The Pitch

*Iron Symphony* is a fast-paced, isometric action roguelike set in a decaying industrial metropolis. Players take on the role of the Ghostsmith, a resurrected soul battling through procedural zones filled with enemies, traps, and ancient secrets. The game blends the dynamic combat of *Devil May Cry* with the replayability and unpredictability of *The Binding of Isaac*. With a distinct industrial gothic aesthetic, every moment is a battle against time, as players string together stylish combos, discover powerful upgrades, and confront massive biomechanical bosses.

## Introduction

*Iron Symphony* is a game designed to combine the thrilling, high-energy combat of hack-and-slash titles with the replayability and challenge of modern roguelikes. Its unique industrial gothic world, coupled with dynamic and strategic gameplay, ensures it stands out in a competitive market.

## Background

*Iron Symphony* is inspired by the chaotic energy of *The Binding of Isaac* and *Dead Cells*, as well as the fluid combat and stylistic flair of *Devil May Cry*. The industrial gothic aesthetic draws from films like *Blade Runner* and games like *Blasphemous* to create a haunting, atmospheric world.

## Setting

The game takes place in **Melanthra**, a crumbling city-machine that once serviced the mythical Titans. Players control the **Ghostsmith**, the soul of Melanthra's father awakened to either save or destroy the city. Melanthra is filled with labyrinthine factories, ancient cathedrals repurposed into power plants, and grotesque biomechanical creatures. The narrative unfolds subtly through environmental storytelling, rare NPC encounters, and boss dialogues, offering depth without interrupting the action.

The city is divided into distinct districts, such as the **Foundry Wastes**, **Chimecathedral**, and **The Coreforge**, each with unique enemies, hazards, and aesthetic styles. These areas evolve dynamically with each run, ensuring no two experiences are the same.

## Features

- **Dynamic Combat:** Combine melee and ranged attacks in fluid, high-octane battles inspired by *Devil May Cry*.

- **Procedural Generation:** Each run offers new enemy layouts, traps, and rewards, ensuring high replayability.
- **Industrial Gothic Style:** A unique aesthetic blending mechanical and organic horror elements.
- **Weapon Evolution:** Forge and upgrade biomechanical weapons that adapt to your playstyle, such as chain-blades, sonic hammers, and railguns.
- **Boss Fights:** Epic, multi-phase encounters with massive biomechanical monstrosities.
- **Persistent Progression:** Unlock new weapons, abilities, and upgrades for future runs.
- **Risk-Reward Mechanics:** Players can sacrifice health or resources for powerful temporary boosts, adding layers of strategic decision-making.

## Genre

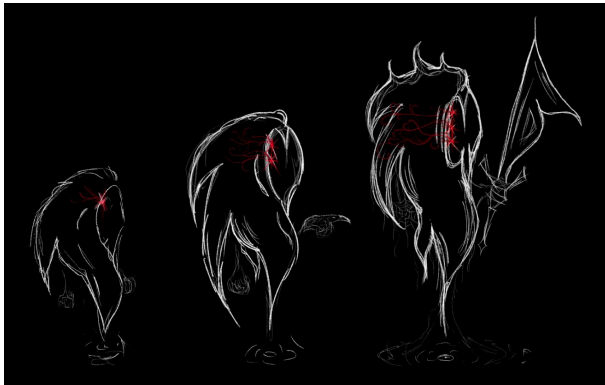
*Iron Symphony* merges action roguelikes with hack-and-slash mechanics. It prioritizes fast-paced gameplay, rewarding skillful execution and strategy in combat.

## Platform

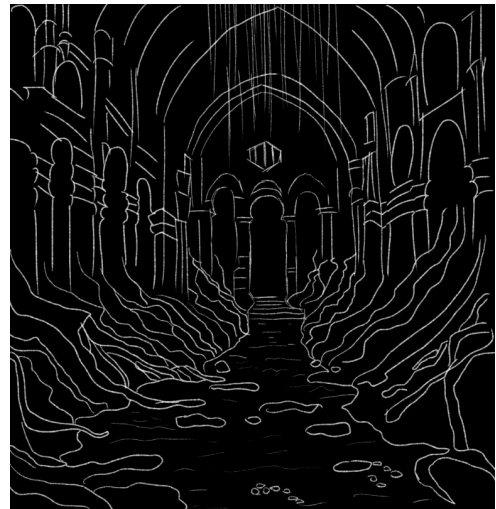
Initially developed for PC to leverage precise controls and strong indie market presence. Future expansions include console ports (PlayStation, Xbox, and potentially Switch).

## Style

The visual style is heavily influenced by industrial gothic architecture and biomechanical art. The isometric camera enhances combat readability, while dynamic zoom-ins highlight impactful moments. Below are examples of the envisioned style:



(a) Ghostsmith design concept.



(b) Chimecathedral location design concept.

## Additional Mechanics

- **Adrenaline Gauge:** A resource that builds as players chain combos and avoid damage, unlocking devastating special moves and "Symphony Finishers."
- **Interactive Environments:** Use the environment to your advantage, such as triggering factory traps or collapsing structures onto enemies.
- **Narrative Choices:** Decide the fate of Melanthra by aligning with its factions or pursuing your own path, impacting gameplay and endings.