

Title Prismatic Heretic

Tag line “Three swords, one heretic, no mercy”

Your name Sigma Squad

Genre Top-down, Hack-and-slash

Platform PC

Market Teen +

Setting High medieval fantasy, gothic academia

Plays like Enter the Gungeon meets Wizard of Legend
Popular Game A *Popular Game B or twist*

- Mechanics**
- 1. “Twin-stick” movement and aim
 - 2. Switch between 3 distinct weapons
 - 3. Leave weapons at your location to be activated later, remotely
 - 4. Color-coded enemy types, resistant to matching-color weapons

- Reference Art**
- 1. [Enter the Gungeon](#) (weapon use, pixel style)
 - 2. [Wizard of Legend](#) (pixel style, environment)
 - 3. [Legend of Zelda](#) (level layouts)
 - 4. [Dark Souls](#) (Atmosphere)
 - 5. [Eldes Souls](#) (Art and inspiration)
 - 6. [The Binding of Isaac](#) (View and angles)



Logo or Box Art

Related Games

1. Enter the Gungeon	Dodge Roll	Roguelike Bullet Hell/Multiplatform	2016
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Enter the Gungeon is a top-down roguelike bullet hell shooter. Enter the Gungeon's aiming mechanic is the inspiration for Prismatic Heretic's aiming system for the blades. Weapons in Prismatic Heretic are not strictly ranged or melee, but having a clear indicator for the direction of the player's attacks is key; the weapon itself acts as an indicator, in addition to a traditional crosshair. In the heat of the action, where looking for a crosshair in the middle of a swarm of enemies and projectiles could cost the player their life, making the direction of attack be a big glowing sword originating from the player character should increase the readability of the mechanic.

2. Wizard of Legend	Contingent 99	Roguelike H&S/Multiplatform	2018
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Wizard of Legend is a top-down roguelike spellcasting action game. The intensity, pixel-based art style, and close-range combat of Wizard of Legend all play a role in the design of Prismatic Heretic. There aren't any exact mechanics or art assets taken directly from this game, however it acts as an important source of inspiration when referencing the aesthetics and environmental design.

3. Legend of Zelda	Nintendo	Action Adventure Dungeon Crawl/NES	1986
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Legend of Zelda is the first of its kind, a top-down action adventure dungeon crawling game where the player character's strength and set of skills grows as the player progresses through the game. It is the great-great-grandfather of the genre, so nearly all of its mechanics can be found in some way in Prismatic Heretic. For example, enemies being resistant/invulnerable to specific weapons forces the player to be creative or change tactics; this is the moment-to-moment gameplay of Prismatic Heretic.



Supporting Screenshot or Mechanic Analysis Diagram (for the proposed game)