Average talking speed: 300 words for 2 minutes

Total words to fit 8 minutes: approx. 1200 words

## Premise (Dom)

*Note from Dom: The coloured text is that which I would like to have included in the slides. Thanks for making the powerpoint :)*

*Also note: The intro and premise is reasonably short (without getting too much into the details of other parts, which I’d like to avoid), so I’d advise that the other 2 speakers aim to be at least in the 3-minute range. I will also do the conclusion, but won’t write anything for it here.*

(Blah blah hello everyone blah blah blah today we’ll be introducing our game blah blah blah… Maybe mention that this is just our working title)

Prismatic Heretic is a 2D top-down action game with RPG and roguelike features. The game takes place in a medieval setting, combined with fantasy and academia elements. In it, you take on the role of an unnamed heretic, now in possession of 3 holy swords, each with their own unique abilities.

Mechanically, Prismatic Heretic features quick, real-time combat that encourages the player to think fast and make use of everything in their arsenal. The heart of the game’s combat lies in the protagonist’s swords, which as a whole will feel reminiscent of games like Transistor, Enter the Gungeon, and even a bit of Final Fantasy 15. The player can switch between the three holy swords at will with the press of a key, and each sword can be used as a held weapon or a placed item. Players will quickly realize that the synergy between swords means they can be used in conjunction for much greater results.

In addition to its mechanics, the game also features a charming 2D pixel art style that bears aesthetic resemblance to indie games like Wizard of Legend and Hyper Light Drifter.

In short, Prismatic Heretic combines iconic elements of popular action games from the past decade, in a way that still manages to feel unique and fun.

We will now delve into a closer look at the game’s mechanics, narrative, and aesthetic.

## Mechanics

## Art (MOMO)

## Inspirations (Adrien)

Our first related game is Enter the Gungeon, a multiplatform game developed by the indie studio Dodge Roll in 2016. It’s a top-down roguelike bullet hell shooter where nearly everything is a gun of some sort. 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.

Our second related game is Wizard of Legend, another multiplatform game developed (in Unity!) by the indie studio Contingent 99 in 2018. It’s a top-down roguelike spellcasting action game with fast-paced combat in closed arena-like settings. 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.

Last but not least, our third related game is the original Legend of Zelda, developed by Nintendo for the NES in 1986. It 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.

## Roles

## Conclusion