



THIEF OF GRIEF



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*“Braccus must turn suffering into strength, stealing grief to
undercover the truth behind a fractured world”*

GAME STRUCTURE

NARRATIVE

Thief of Grief is a psychological narrative RPG with turn-based combat. The protagonist, Braccus, finds himself suddenly thrust into a “reversed” fantasy world where negative and positive emotions operate in the opposite way. Upon entering this world, Braccus unintentionally steals negative emotions, which hold a special value in this inverted reality. During an emotional journey, he encounters five main characters, each representing a stage of grief and symbolizing his family members—though only the first four are actual relatives, while the fifth represents the developer, guiding the player to understand the game. Braccus helps them confront and overcome their grief, gradually progressing through their emotional struggles.

WORLD & PROGRESSION

The game is structured into five Acts. Within every Act, Braccus encounters one of the five main characters and faces a unique mini-boss tied to that emotional struggle. Every area offers a self-contained, narratively rich environment, designed for structured exploration rather than open-world freedom. The world invites the player to uncover its secrets through dialogue-driven encounters, symbolic puzzles, and emotional mini-games, each reinforcing the game’s central theme of transformation through pain.

GAME SHEET

Target:

Narrative players
Psychology players

Platform: PC

Game Mode: Single player

Genre: Narrative

Tech: Unity

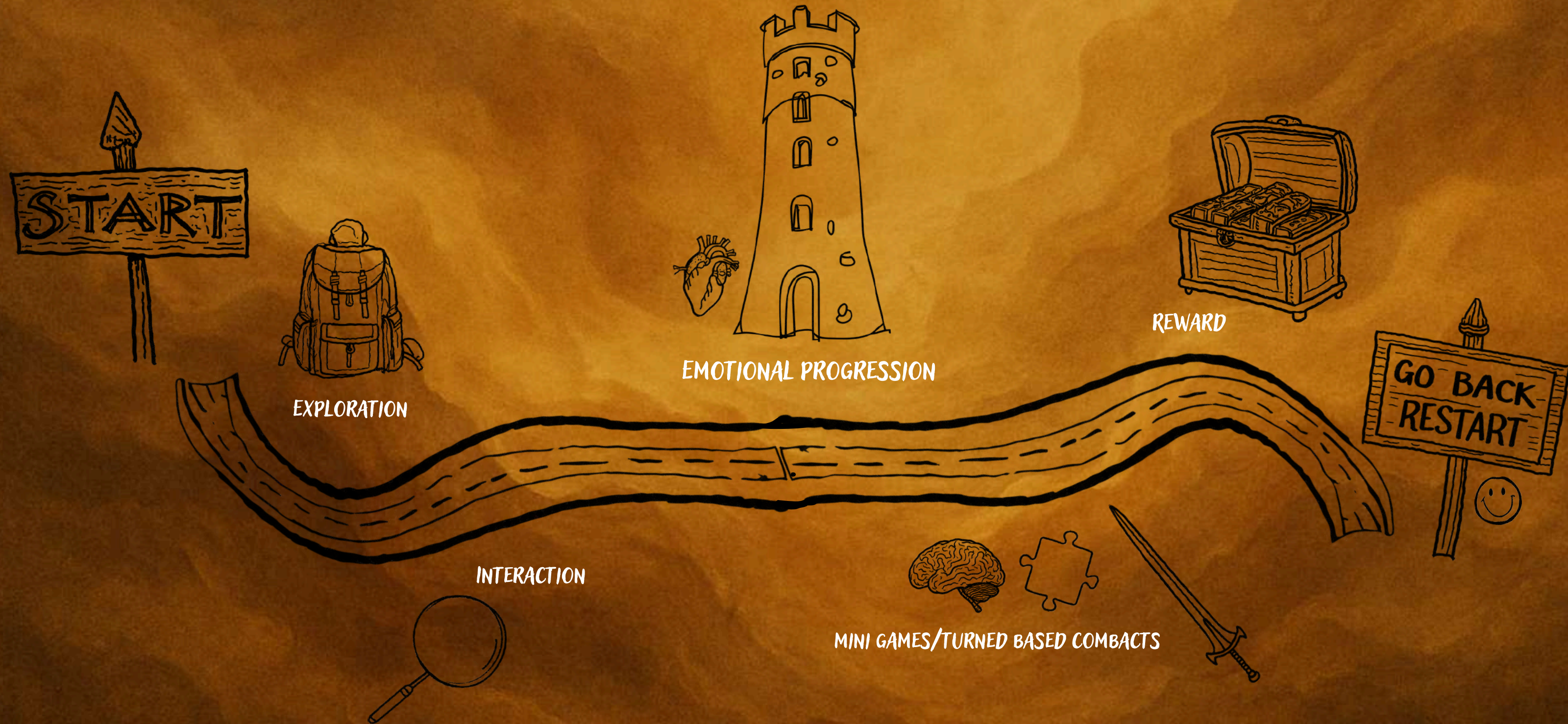
Languages: IT+ENG

Key Markets:EU+US

Business Model:Buy to Play

Price:14,99€

GAME LOOP





EMOTIONAL NARRATIVE

Every choice, dialogue, and encounter is driven by emotion.

Thief of Grief explores how pain, guilt, and acceptance shape identity, turning each interaction into an emotional reflection of Braccus's inner world. The narrative doesn't just tell a story — it feels it, guiding both character and player through the process of grief.

GAME PILLARS

SYMBOLIC TURN-BASED COMBATS

Thief of Grief features two layers of combat that reflect the nature of emotional conflict.

Standard battles use traditional turn-based mechanics — swords, shields, and physical actions — yet every enemy still represents a distorted emotion or fragmented memory.

*Boss encounters break the system entirely: each of the five grief stages introduces a **unique** gameplay twist, blending mini-games, dialogue-driven phases, and interactive sequences that symbolize the emotional struggle within.*

Each victory isn't about killing, but understanding — transforming conflict into catharsis.



THE INVERTED WORLD

The game takes place in a “reversed” fantasy world where negative emotions are seen as strength and fuel the balance of life.

This inversion challenges moral perception: sorrow brings power, and happiness can be destructive. The world's design, its people, and even its logic reflect this emotional paradox, making exploration itself a psychological experience

SYMBOLIC TURN-BASED COMBAT

Each main boss embodies a distorted stage of grief, expressed through mechanic-based storytelling — where gameplay becomes a metaphor for emotional healing. In this inverted world, Braccus cannot fight through violence: he must confront illusion, denial, and false joy using empathy, defiance, and self-awareness. Every encounter is designed to restore fragments of emotional truth, bringing reality back to a world where feelings have lost their meaning.

Danielle: The Mechanical Stage

In this world, denial has become passive acceptance. Danielle lives within a mechanical theater where every line and motion is endlessly repeated.

Braccus is forced to perform the script alongside automata, choosing whether to follow or break it.

Each unscripted answer cracks Danielle's composure, exposing the truth beneath her false serenity.

The encounter ends when Braccus rejects the script entirely — not by fighting, but through emotional disobedience.



Smilo: The Dancing Clown

In this inverted world, sorrow has turned into forced joy. Smilo performs in a blinding circus of endless celebration, hiding behind a double mask: one smiling, one crying.

The fight unfolds through rhythm and emotion: when the music turns sad, Braccus must dance; when it's cheerful, he must stand still or show grief.

By refusing to “play along” with false happiness, the player shatters the illusion and forces Smilo to face his true sorrow.

Victory comes not through violence, but by restoring emotional truth.



DANIELLE

Denial

Braccus's sister

ACT I

CHARACTERS

RANGER

Anger

Braccus's father



ACT II

THE



THE

DEVELOPER

ACT III



Braccus's brother

Depression

SMILO

ACCEPTANCE

ACT V

Braccus's mother

Bergaining

QUORINN



ACT IV



*Deep Psychological
storytelling*

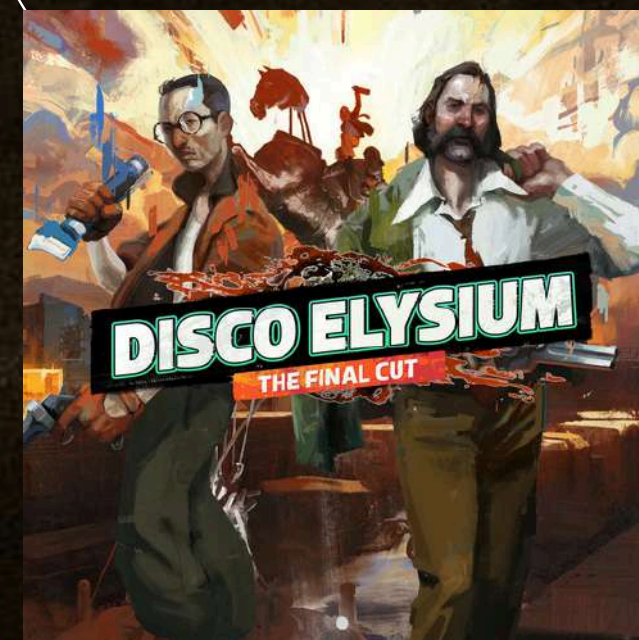
Creative Mix



Visual symbolism of grief

UNDERTALE

Moral choices, emotional humor



*Isometric Camera
3D point-clicker
Art style*

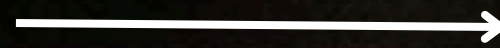
KEY SELLING POINTS

Anti-Hero Narrative & Symbolic Challenges



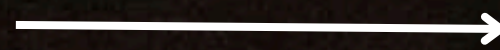
Follow Braccus, a misunderstood protagonist, through emotional puzzles and strategic turn-based combat that merge storytelling with gameplay.

Emotional Progression System



Players experience and influence the story through a unique system where emotions drive gameplay, turning negative feelings into narrative and strategic resources

Inverted World & Atmosphere



A surreal, “upside-down” reality where emotions are power, set in richly detailed, realistic-but-fantasy environments that challenge expectations.

Five Unique Boss Mechanics



Each boss presents a distinct challenge with its own combat and puzzle mechanics, offering varied gameplay and strategic depth.

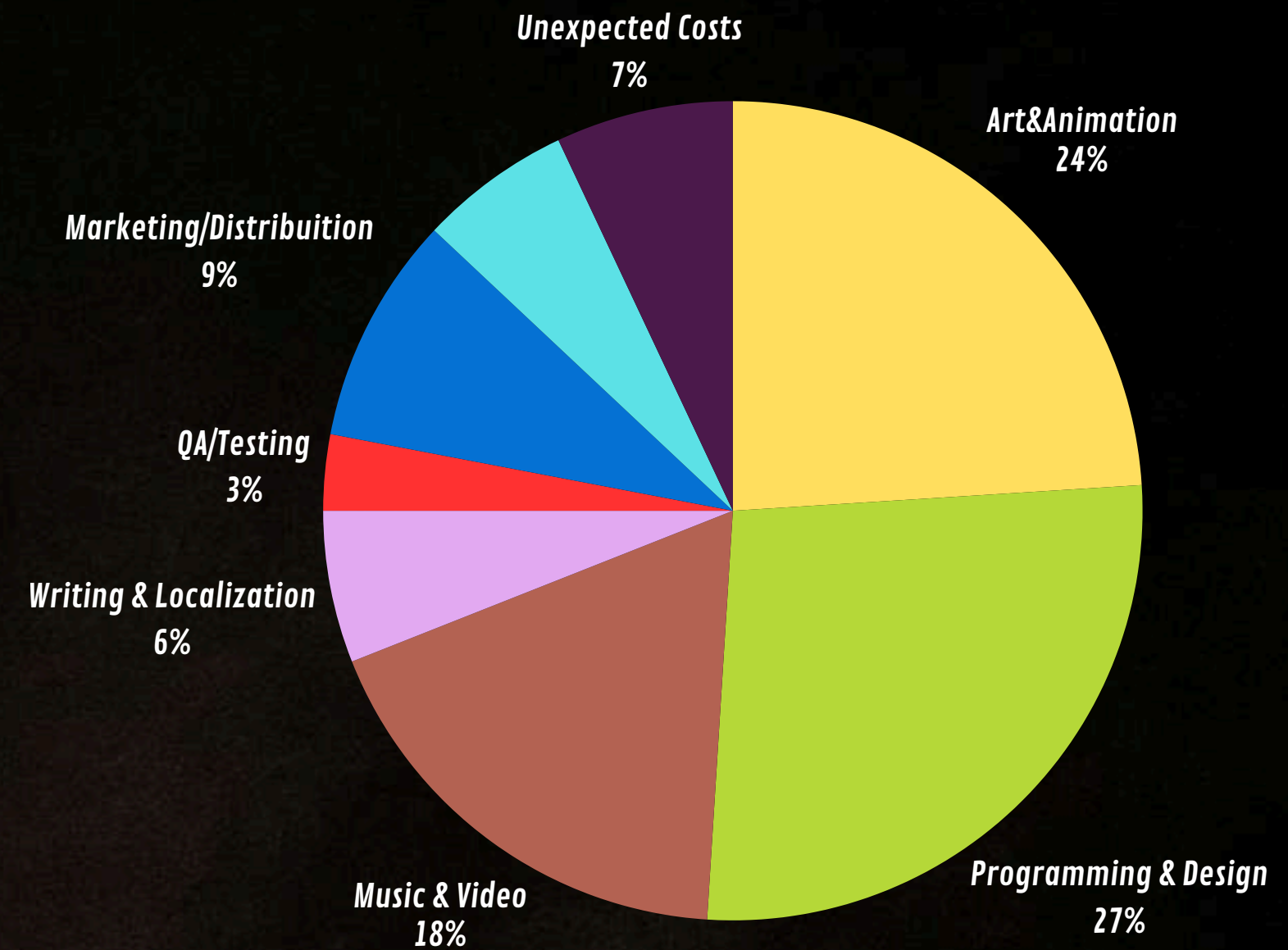
Financial Projection

Estimated Total Cost: 160.000 €

Selling Price: 14,99 €

Break Even Point: 15.250 Copies

Total Team Cost: 110,400 €



Timeline

Thief of Grief is a story-driven RPG developed by a 3-person full-time team over 2 years.

The complete experience will deliver 15–20 hours of gameplay, blending exploration, dialogue, and turn-based encounters.



TEAM:BRACCUS STUDIO

Alessio Gambale

Game Designer & Technical Designer

Game design & level design

Narrative, story, characters, dialogue

***Programming: gameplay systems, combat, puzzles,
boss mechanics***

Emotional Progression System implementation

?

Artist & Animator

Character, environment, and prop art (3D models, textures)

Boss and NPC animation

Visual effects, lighting, and atmosphere

Concept art for pitch and portfolio

?

Music & Sound Designer

OST

Sound effects for environments, combat, puzzles, and bosses

Audio integration into gameplay to reinforce emotional tone