

Oneiroi

Intended game systems: PC

Target age of players: 16 - 28

Intended ESRB: 13+

Distinct modes of gameplay: Turn based combat in an RPG environment (roguelite style : die and retry, while improving the player's stuff and equipment)

Unique selling points:

- Upon dying, your character becomes a new enemy
- A roguelike with turn based combats
- Dream based level

Competitive products:

- Omori/Undertale (turn based combat)
- Hades (Roguelike)
- Darkest Dungeon (Turn based combat + roguelike)
- Enter the Gungeon (rogue like)

Our past is filled with myths and legends, and some of them are still true in our days. Sadly, the protagonist was trapped in his dream by one of them. As he "awake", he will discover the truth and will go on an adventure deeper and deeper in his own dream in hope to find the exit of this nightmarish situation.

Each one of his dreams will be filled with familiar places, his home, his town, his high school. But as he keeps going, he will travel to more fantasist places: a dark forest, the moon, a ruin. Finally, he will have to come across nightmarish versions of previous dreams.

The game will be divided in two phases, exploration and fight. For the exploration phase, the player will freely walk through the different levels via a 2D top-down view. In this phase, he will have to find the exit for the next level. As the player wanders in each level, he will come across different enemies that will start the fighting phase.

For the fighting phase, the player will be greeted with a 2D side view divided in two areas, the upper one will display the enemies that the player is fighting, and the lower one will display the player's information and available actions. The fight sequence will be turn based.

The game will play like a roguelite, between each run, the player will return to a hub where he can buy new items in order to improve his stats. These are permanent upgrades, unlike the items that the player will find in each level that are unique to the run.

As a unique mechanic, each time the player dies in a level, a new enemy, doppelgänger of the player's character, will be found in this same level. As corrupted memories of the protagonist's past-self, they will attack the player on sight.