

DIGITAL BROS GAME
ACADEMY

Convention of Luther i



About

In this **fist-person simulator** the Goethe's Mephistopheles reappears in the reified guise of an **animated violin** to corrupt a poor luthier close to suicide and gain his soul.

Players will have to face hallucinations, visions and **paranormal events** in order to complete the repairs a mysterious client has requested.

Will the dream of a new life or the **greed of the hell** prevail?

Product sheet



AGE: 18+



LANGUAGE:



PLATFORM:



PRICE TAG: \$9.99



RELEASE DATE: 02/03/2023



A gut-wrenching game

FEATURE #1

A tense atmosphere, created by thematic lights and a studied color palette, surrounded by a devilish soundtrack haunts the players in this simulation that goes beyond the laws of reality.

The Devil craves the soul of a 19th century luthier and there is no easy way to defeat him.

Fear of the unknown and anxiety are fuelled by paranormal events that torment the players even in their dreams and by failing there will be no way out.



Immersive paranoid narrative

FEATURE #2

Storytelling plays a key role in *Conventio lutheri*.

The players experience first-hand the **rising delirium** of a desperate man who is dreaming of redemption in a challenge against the otherworldly **forces of the hells**.

Moments of increasing tension are **clues** that players can harness to provide a **logical explanation** for what is happening and to discover the various **artistic and cultural references hidden** in the narration.

Master your job



FEATURE #3

The luthier's job is not an easy one.

Players have to choose the appropriate tool to **repair** the damage that each musical instrument has sustained.

They have to show **precision skills** and **quick repairs** to complete the task before being overwhelmed by the forces of evil.

The Devil makes the **repairs progressively more difficult** and exhausting using hallucinations and physical impediments.

Players have to **learn the proper use** of each tool and how they work if they hope to save their soul.

Gameplay Loop

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Wake up

Dream

Work

Fear

Moodboard

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Style & Render

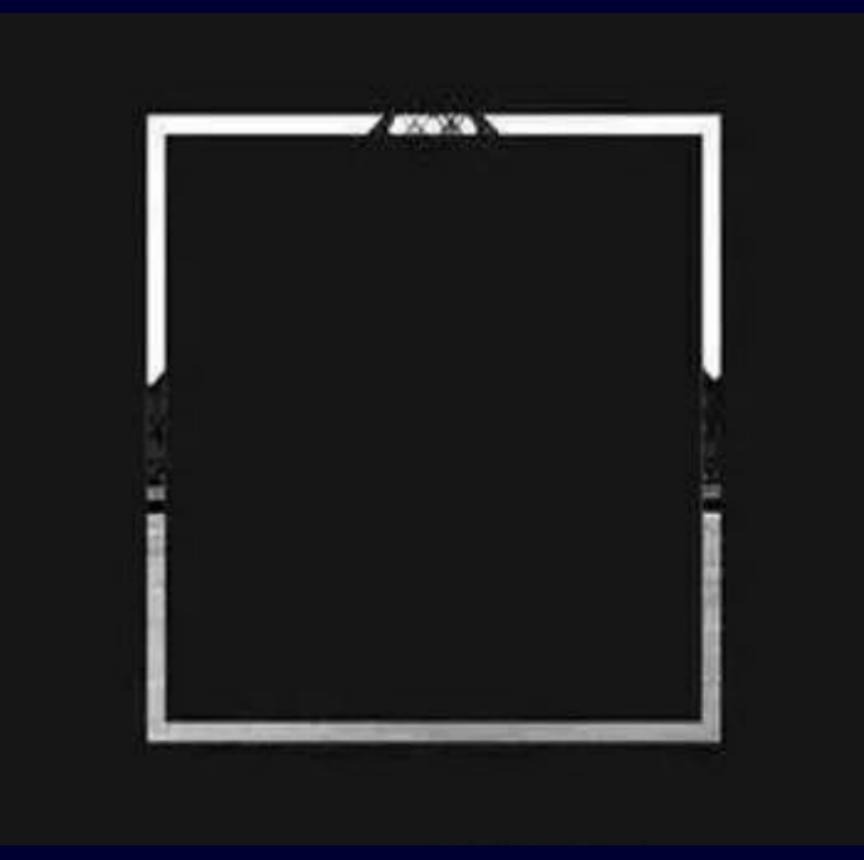


Envirónment





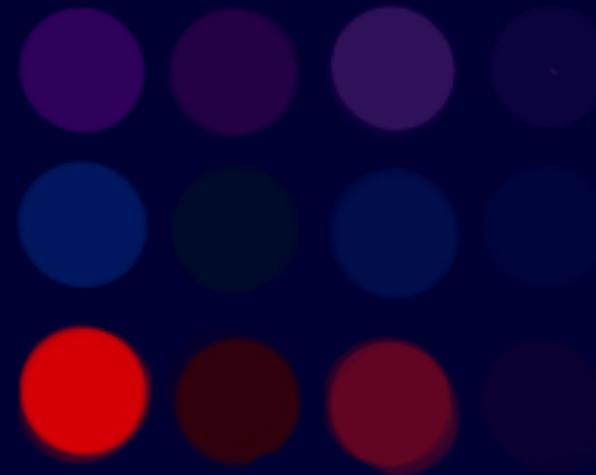
ui & Font



Color palette

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Pal & tte



Similar Games



Realism



Psychosis



Atmosphere

Team 07



DESIGN

Davide Garassino
Riccardo Maria Peri Proto
Thomas Tramarin



PROGRAMMING

Alessandro Arbasino
Pietro Carra
Vittorio Ninno



3D ART

Matteo Ranieri
Vittorio Ruggiero
Stefano Todeschini



CONCEPT ART

Mattia Lavarini

Thanks for
consideration!