

Game Pitch Document

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Title: Neon Harvest

Genre: Action-Adventure with Light Management Sim

Style: 2.5D, Stylized Low-Poly Neon Futuristic

Platform: PC (Steam), later consoles (PlayStation, Xbox, Switch)

Market: Young Adults, Indie Enthusiasts, Cyberpunk Fans

Elevator Pitch: A neon-lit cyber-farm heist where you build, steal, and survive in a city caught between tech megacorps and the hungry masses.

The Pitch

Introduction

Neon Harvest is a cyberpunk action-adventure game where players establish hidden rooftop farms and infiltrate high-tech facilities to secure resources, sell contraband produce, and survive in a neon-drenched metropolis rife with corporate oppression. (49 words)

Background

The concept arose from blending two inspirations: the intricate stealth and resource gathering of games like *Deus Ex* and *Invisible, Inc.* with the relaxed farming and trading loops of *Stardew Valley*. We want to recapture the excitement of stealth-action gameplay within a farming sim's growth and harvest cycles.

Setting

Set in Aurora Verge, a sprawling future city layered in towering megastructures and flickering holograms, players control a down-on-their-luck street fixer who turns to rooftop farming as a means of survival. As corporate enforcers patrol below, players sell their illicit harvests to underground markets. Narrative elements unfold through branching quests: supply food to resistance cells, sabotage corporate labs, or broker uneasy truces, shaping Aurora Verge's destiny. Interactive dialogue choices let players define their moral path—will they feed the hungry or hoard profits?

Features

- **Urban Farming Stealth:** Grow high-value, gene-modded crops on hidden rooftops.
- **Dynamic Economy:** Black-market trading, price fluctuations, and corporate crackdowns.
- **Hybrid Gameplay:** Seamless blend of stealth infiltration missions and zen-like crop management.
- **Reactive Storytelling:** Faction alliances, shifting loyalties, and consequences based on your actions.
- **Neon Aesthetic:** A distinct, low-poly neon style that sets it apart from gritty realistic cyberpunk games.

Genre

Neon Harvest combines action-adventure and stealth infiltration with a light management-sim backbone. Unlike traditional action games, the focus isn't just on combat, but on outsmarting corporate patrols, hacking systems to enable secret gardens, and carefully balancing risk and reward. This approach merges genres in a fresh, player-driven loop.

Platform

We aim first for a PC release, leveraging the indie-friendly environment of Steam and GOG. With proven interest, we plan to port to consoles: PlayStation, Xbox, and the Nintendo Switch, adapting controls and UI for each platform's strengths.

Style

The visual style combines low-poly geometry with vibrant neon lighting, reflecting the duality of resource scarcity versus technological excess. Inspired by cyberpunk aesthetics and pastel synthwave palettes, environments feature bright signage, rain-soaked alleys, and bioluminescent plants. Conceptually, think *Katana Zero* meets *Cloudpunk* with a dash of minimalistic UI.