

# Game Pitch Document

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**Title:** *[Skibidi Adventures - Working Title]*

**Genre:** *[Turn-based Roguelite RPG]*

**Style:** *[Black and white, 2D, pixelated]*

**Platform:** *[PC]*

**Market:** *[Indie game enjoyers]*

**Elevator Pitch:** *[Rogue legacy X party based JRPG combat]*

## The Pitch

### Introduction

Turnbased roguelite RPG where each run gets harder and permanent upgrades are kept between runs in form of Gear, talent points etc.. Deep character progression and customization in terms of gameplay (big talent trees) and big amount of areas to explore - each run is different. One constant is: always have a party of three characters, all of them of a different class.

### Background

Inspirations from some of the best roguelite games like Binding of Isaac or Rogue Legacy, gearing of characters from RPG games. Turnbased combat of JRPG games like Persona.

### Setting

Dark souls like story telling of essentially having no story, just details of surroundings and flavor text. Not a story driven game.

### Features

It would be a roguelite where the player has a chance of customizing more before the run than during it. The idea is: the player has an idea of a playstyle and a goal they want to achieve during the run, they don't have to rely on random item drops, they can choose the way they want to play

### Genre

A party-turnbased roguelite with RPG elements (gearing, talents - character progression).

### Platform

PC release, windows specifically. All other releases should be judged after the initial PC release.

### Style

Black and white pixelated style something akin to the visual style of Undertale (during the battle sequences specifically)