

# Game Pitch Document

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**Title:** Lightbound: Chronicles of Aetherion

**Genre:** Action RPG with Puzzle-Solving Elements

**Style:** 3D, Stylized Fantasy, Lush Environments with Mystical Themes

**Platform:** PC (Initial), Consoles (Potential Future Ports)

**Market:** Ages 13-35; Fans of RPGs like The Legend of Zelda or Hollow Knight

**Elevator Pitch:** A young cartographer discovers a lost realm where light and shadow vie for control. Solve ancient puzzles, defeat shadowy foes, and restore balance to Aetherion.

## The Pitch

*Lightbound: Chronicles of Aetherion* is a captivating action RPG that blends environmental puzzle-solving with dynamic combat. Players control Lyra, a young cartographer equipped with a "Lightbound Compass," traversing the ethereal landscapes of Aetherion to restore harmony between warring light and shadow forces. Combining a compelling narrative, exploration, and innovative gameplay mechanics, the game immerses players in a visually stunning fantasy world.

## Introduction

Lightbound takes players on a journey through a fragmented, mystical realm, where they must harness the power of light to solve puzzles, navigate intricate dungeons, and combat shadowy adversaries. The game's key features—its interactive environments and innovative "light-based mechanics"—set it apart from typical RPG experiences.

## Background

The idea for Lightbound was inspired by classics like The Legend of Zelda: Twilight Princess and Ori and the Blind Forest. It combines the enchanting visuals of Studio Ghibli films with challenging puzzles reminiscent of Portal. Lightbound aims to recapture the sense of wonder and discovery often found in older RPGs while introducing fresh gameplay concepts.

## Setting

The story unfolds in Aetherion, a realm split into five distinct regions, each governed by a Light Warden. After the Shadow King shatters the Lightbound Prism, the balance between light and shadow unravels. Lyra, the protagonist, must traverse deserts, forests, ruins, and other fantastical locales to reunite the Prism fragments and restore harmony. Along the way, she encounters colorful NPCs, cryptic lore, and moral choices that shape the ending.

## Features

- Innovative "Lightbound Compass" mechanics: Manipulate light beams to unlock doors, disable traps, and combat shadow enemies.
- Seamless blending of exploration, combat, and puzzle-solving.
- Highly atmospheric world design, featuring dynamic weather and a reactive soundtrack.

- Narrative depth with branching storylines influenced by player choices.
- Gorgeous, stylized 3D visuals with vibrant lighting effects.

## **Genre**

Lightbound belongs to the action RPG genre but incorporates puzzle-solving and exploration to offer a unique hybrid experience. Unlike conventional RPGs, it emphasizes environmental interaction and emergent gameplay.

## **Platform**

The game's initial release is planned for PC, leveraging its versatility for both keyboard/mouse and controller setups. Depending on success, future ports to PlayStation and Xbox platforms will expand its reach.

## **Style**

The game's art style combines cel-shaded visuals with glowing particle effects to create a mystical, dream-like quality. The environments range from sunlit meadows to eerie shadow-infested ruins, offering a striking visual contrast that aligns with the core light-versus-shadow theme.