

# Game Pitch Document

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**Title:** Neon Circuit Shadows

**Genre:** Puzzle-Platform game with Cyberpunk elements

**Style:** 2D, Pixel Art Style with dark, neon-lit environments

**Platform:** PC

**Market:** Especially players who like challenging platform games with strategic elements and atmospheric stories

**Elevator Pitch:** The game is set in a cyberpunk future where you uncover secrets in a dystopian city by solving puzzles, hacking systems and collecting rare technological fragments to discover the plans of your nemesis and reclaim your old life back.

## The Pitch

### Introduction

In Neon Circuit Shadows, players play as former agent and hacker Nyx, whose life is turned upside down by a single mission. A mission in which he, for the first time, encountered an equal, if not better, opponent. Nyx tries to navigate his way through a dystopian, underground, neon-lit city in an effort to clear his name and reclaim his old life. The game combines platform-style game with brain-stretching logic puzzles, challenging players to explore, collect and strategize their way through a world filled with danger and mystery. Hollow Knight meets Deus Ex, with an emphasis on unfolding the storyline based on player decisions.

### Background

Inspired by iconic cyberpunk titles like Cyberpunk 2077, Blade Runner, Ghost in the Shell and games like Inside and Celeste, Neon Circuit Shadows combines retro platforming mechanics with futuristic themes. The game harks back to the days of side-scrolling games while adding depth with immersive storytelling and plot-driven puzzles. The main idea is to create an experience where the choices the player makes while exploring and collecting items, directly affect their progress and the unfolding of the story..

### Setting

The game takes place in a vast megacity called "Neon Abyss". This city represents a dystopian vision of the future. Each area of the city has its own unique visual style and atmosphere, creating a dynamic and diverse environment to explore. Thus, the player can look not only on the rooftops between skyscrapers, but also in the dark, oppressive labyrinths between buildings, alleyways and underground laboratories. Each environment is unique and presents players with specific visual experiences and gameplay challenges

### Features

- Item Collection and Utilization System - Technology fragments, upgrades and data discs can be found in the game, which not only unlock new abilities but also expand the story.
- Interactive story influenced by player choices - The story is influenced by player choices, which not only have an immediate impact on the course of the game, but also have a long-term effect on the ending.

- Replayability - The game offers different paths to reach the goal and multiple possible endings.
- Boss battles and special missions - Players will face unique enemies and bosses that require a combination of fast movement and quick puzzle solving.

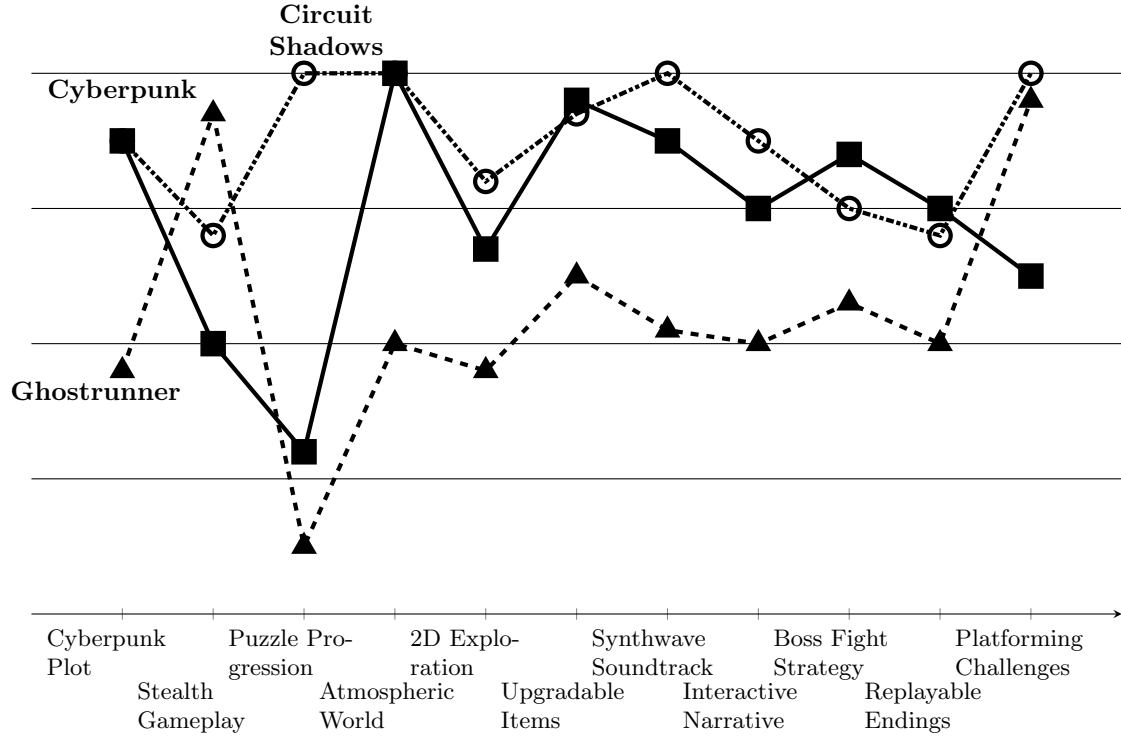


Figure 1: Value comparison of Cyberpunk, Ghostrunner and Circuit Shadows.

## Genre

A puzzle platformer with a cyberpunk aesthetic that combines logical progression and skill-based platform games.

## Platform

- First release: PC (Windows, MacOS, Linux).
- Consoles (PS5, Xbox Series X, Nintendo Switch)..

## Style

Neon Circuit Shadows is a 2D, pixel art style animation with richly detailed environments that juxtapose the cool sterility of corporate labs with the chaotic vibrancy of underground nooks and crannies. Several styles are mixed here, which can be seen in the examples below.

The animations of the characters and the environment are fluid and emphasize the liveliness and expressiveness of the environment. The soundtrack mixes synthwave rhythms with spooky elements to enhance the immersive experience.



(a) Platform, Pixel Art



(b) Hacking as in Cyberpunk



(c) Vibe of Ghost Runner