Student: Mario González Resa
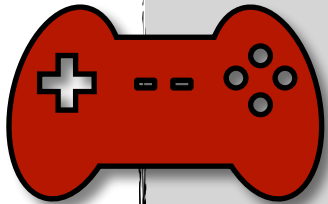Date: 7-10-2023

1. *Game Sheet*

Title: DemonLoop
Genre: Roguelike, RPG
Platforms: Switch, PS4, PS5, Xbox One, Xbox Series s, Xbox Series x, PC.
Modes: Story, Endless.
Public: 16-30 years old; Experienced Players.

2. *Description*

The game is located within a loop, where you will try to explore a series of rooms and find a way out of it. The player must face different challenges, both from enemies and from the scenario.
The game will have an isometric camera, and the combat is turn-based, going from 3D to 2D models, replicating a retro style using sprites. The player and his allies will improve their skills as they level up.

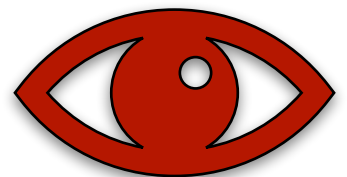—— **Fight, level up, improve, prepare a team, survive and escape the loop.**

3. *Ambience*

The world has been invaded by demons. The protagonist, fused with a rebellious demon, tries to eliminate Lucifer, but Lucifer strips him of almost all power and leaves him in a loop, to suffer for all eternity. The protagonist must ally himself with other demons and improve his skills and equipments to be able to confront and eliminate Lucifer once and for all.

4. *Core mechanics*

- Turn-based combat.
- Types of nature rock-paper-scissors for the combat.
- Special moves that require extra actions by the player during combat.
- Team building with allies.
- Level up.
- Choice of skills and equipment for the player itself and the allies.

5. *References*

- Shin Megami Tensei 3 / 5, provides a complete basis for the setting and story.
- Hades, provides isometric camera and roguelike feel of improvement and power-ups.
- Persona 5, provides the typing of the characters in combat.
- Final Fantasy 6, provides the visual style of the game combat.
- Undertale, provides that movement action that makes the game more dynamic during combat.

6. *Risks*

- Launching on so many platforms, the game will have to be optimized for all of them.
- Turn-based combat is not at its best in terms of popularity.
- In order not to make it boring, you will have to design a large number of skills, objects, equipment, enemies... including their design.