

# Game Pitch Document

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**Title:** Echoes of the Spire

**Genre:** First-Person Horror Roguelite

**Style:** Lidar-Scan Visuals, High Contrast, Minimalist 3D

**Platform:** PC (Steam), PS5 (Adaptive Trigger Support)

**Market:** Hardcore Indie Strategy (Fans of *Returnal* or *GTFO*)

**Elevator Pitch:** A survival roguelite played in total darkness where you must make noise to see, but every sound summons the monsters that hunt you.

## The Pitch

### Introduction

*Echoes of the Spire* is a first-person survival game built on a high-stakes "Risk vs. Visibility" mechanic. The player is blind; the world is a pitch-black void revealed only through \*\*Echolocation\*\*. Making noise (walking, clapping, shooting) illuminates the geometry around you via distinct visual shaders, but also alerts audio-sensitive creatures. It merges the tension of horror with the addictive loop of a roguelite.

### Background

The concept stems from a desire to turn the player's primary sense (sight) into a consumable resource. We draw visual inspiration from the lidar-scanner aesthetics of *Scanner Sombre* and the cave exploration of *The Descent* (movie). Mechanically, we aim to adapt the satisfying progression loops of *Hades* but recontextualize them into a slow-burn horror environment where the environment itself is hostile.

### Setting

The game takes place in "The Deep Stack," an infinite, subterranean brutalist mega-structure. You play as a **Silencer**, a disgraced acoustic engineer equipped with a Sonic Cane and an amplification rig. The Deep Stack is infested with "The Hushed"—entities that evolved in total darkness and hunt exclusively by sound. The narrative is told through the environment: audio logs of previous climbers and the changing architecture of the Spire as you ascend from the mechanical depths to the silent peaks.

### Features

Our Unique Selling Point (USP) is the **Audio-Visual Symbiosis**.

- **Echolocation Engine:** The screen is black by default. Tapping a button sends a pulse, outlining walls in wireframe neon. Heavy sounds (gunfire) light up the whole room but attract swarms.
- **Procedural Acoustics:** Levels are generated not just by layout, but by acoustic material (metal echoes, carpet muffles footsteps).
- **Strategic Silence:** Players must decide when to "go blind" to sneak past enemies.

### Genre

While technically a \*\*First-Person Shooter\*\*, strictly classifying it as such is misleading. It is a \*\*Survival Roguelite\*\*. Unlike *Doom*, aggression is punished. Unlike *Amnesia*, you can fight back. It occupies the niche of "Immersive Sims" where physics and sound govern the gameplay loop.

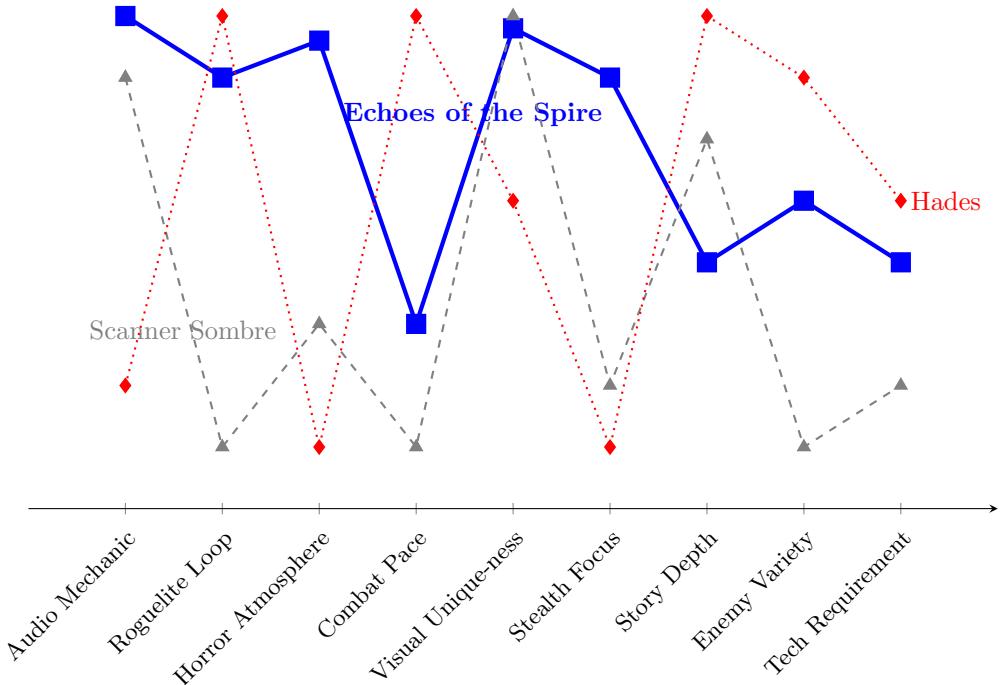


Figure 1: Value curve comparison: Gameplay depth vs. Atmospheric competitors.

## Platform

\*\*Core:\*\* PC (Steam/Epic). The precise mouse control is required for the "pinging" mechanic. \*\*Secondary:\*\* PlayStation 5. The DualSense controller features are integral to our roadmap; haptic feedback will let players "feel" approaching footsteps before they can see/hear them in-game, adding a sensory layer.

## Style

The visual style mimics LIDAR technology. The world exists only as points of light fading into darkness.

- \*\*Idle:\*\* Total black screen.
- \*\*Step:\*\* Faint blue ripples near feet.
- \*\*Pulse:\*\* A wave of high-contrast particles revealing the corridor.
- \*\*Enemy:\*\* Distorted red static that "glitches" the visual scanner.

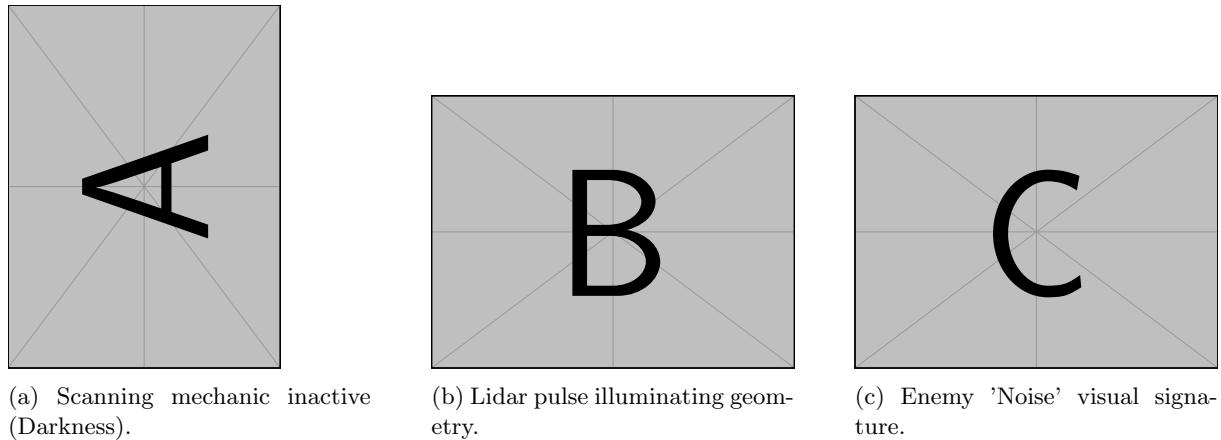


Figure 2: Visual references for Lidar/Shader aesthetic.