

PRJCT: LAST SENTINEL

INTRODUCTION

WHAT AM I LOOKING FOR?

A TEAM OF 5-7 PEOPLE FOR THE TO BRING MY VISION TO REALITY

WHATS IN IT FOR YOU?

200€ BUDGET TO WORK WITH

THE EXPERIENCE OF WORKING ON A REAL AND AMBITIOUS
INDIE GAME DEVELOPMENT PROJECT

POSSIBLE REVENUE IF THE GAME IS RELEASED

WORKING ON SPECIFIC TASKS LIKE ONLY DEVELOPMENT OR ONLY
PIXEL ART INSTEAD OF DOING EVERYTHING ALONE

YOU CAN REFERENCE CO-DEVELOPMENT ON THE INDIE GAME IN
YOUR CV AFTER SUCCESSFUL RELEASE

WHAT DO WE NEED?

LEAD DEVELOPER

CO-DEVELOPERS

PIXEL ARTIST

MANAGEMENT, BUDGET, CREATIVE DIRECTION, MARKETING AND
RELEASE IS DONE AND PROVIDED BY ME

IMPORTANT:

AS WE ARE ALL DUAL STUDENTS
WE NEED TO FOCUS ON GETTING
OUR BACHELORS DEGREE.
THATS WHY THIS PROJECT IS MORE LIKE A FREE-TIME TASK.
OF COURSE, NO ONE IS
GETTING PRESSURED INTO DOING ANYTHING BECAUSE STUDIES
ARE THE HIGHEST PRIORITY. THERE IS NO DEADLINE FOR ANYTHING.
MOST IMPORTANTLY, ITS A FUN PROJECT FOR PEOPLE WHO WANT TO DO IT.

FIRST STEPS

CREATE A WORKING DEMO LEVEL WITH MOST MECHANICS TO
CREATE KICKSTARTER CAMPAIGN FOR INCREASED BUDGET

PROJECT: LAST SENTINEL

GAME CONCEPT & LORE

GAME TYPE: 2D / TERRARIA/CELESTE INSPIRED

A RHYTHMIC BULLET HELL WITH A FOCUS ON INTENSE BOSS FIGHTS AND SATISFYING GUNPLAY. THE ART STYLE BLENDS THE RETRO PIXEL AESTHETIC OF CELESTE WITH THE SHARP, FUTURISTIC FEEL OF ELECTRICMAN. THE GAME IS SET IN A DECAYING VIRTUAL REALITY, WHERE YOU PLAY AS A CHARACTER WITH DOOMSLAYER-LIKE POWER, BUT WHO IS ALSO BLIND AND TRAPPED. THE NARRATIVE IS A PSYCHOLOGICAL JOURNEY INTO A TWISTED, VIRTUAL WORLD INSPIRED BY THE SHORT STORY, "I HAVE NO MOUTH, AND I MUST SCREAM."

THE CORE GAMEPLAY LOOP INVOLVES NAVIGATING VISUALLY STRIKING LEVELS CULMINATING IN CHALLENGING, RHYTHMIC BOSS BATTLES. PLAYER MOVEMENT IS KEY, WITH A CELESTE-LIKE DASH AND A JETPACK JOYRIDE-STYLE JETPACK AT THE CENTER OF THE MECHANICS. EACH BOSS FIGHT IS A SPECTACLE, AND DEFEATING A BOSS REWARDS YOU WITH A UNIQUE WEAPON DIRECTLY TIED TO THEIR IDENTITY AND ABILITIES, SIMILAR TO THE BOSS WEAPONS IN ELDEN RING.

VISUALS AND ART STYLE
THE ART STYLE IS A FUSION OF CELESTE AND ELECTRICMAN. THINK DETAILED PIXEL ART WITH VIBRANT, GLOWING COLORS THAT POP AGAINST DARKER, INDUSTRIAL BACKDROPS.

ANIMATED BACKGROUNDS: THE LEVELS THEMSELVES ARE ALIVE, WITH SUBTLE MOVEMENTS, GLOWING EFFECTS, AND A SENSE OF RHYTHM THAT MIRRORS THE MUSIC.

INDUSTRIAL TRACKS

THE SOUNDTRACK IS THE BACKBONE OF THE GAME, CONSISTING OF HARD-HITTING INDUSTRIAL AND ELECTRONIC MUSIC. BULLET PATTERNS AND ENEMY ATTACKS ARE SYNCHRONIZED TO THE BEAT.

PLAYER CHARACTER

A POWERFUL, ARMORED FIGURE WITH A VISOR THAT HINTS AT THEIR BLINDNESS LIKE A BLINDFOLD, AND AN AESTHETIC THAT BLENDS THE RUGGED LOOK OF A DOOMSLAYER WITH THE SLEEKNESS OF ELECTRICMAN.

LEVELS AND BOSSES

THE GAME IS STRUCTURED AS A SERIES OF DISTINCT LEVELS, EACH WITH ITS OWN THEME, ENEMIES, AND A FINAL BOSS.

ANGEL LEVEL

A LEVEL INSPIRED BY BIBLICALLY ACCURATE ANGELS. THE ENEMIES AND ENVIRONMENT ARE A CHAOTIC MIX OF WINGS, EYES, AND GLOWING GEOMETRIC SHAPES.

DEMON LEVEL

A DESCENT INTO A HELLISH LANDSCAPE. ENEMIES ARE GROTESQUE DEMONS AND THE ENVIRONMENT IS A TWISTED, INFERNAL BIOME.

FUTURE LED LEVEL

A STARK CONTRAST TO THE DEMON LEVEL, THIS IS A CLEAN, HYPER-FUTURISTIC STAGE WITH MINIMALIST WHITE ARMOR AND GLOWING LED LIGHTS. THE ENEMIES ARE SLEEK, ROBOTIC FIGURES.

ROTTEN FLESH LEVEL

A BIOME OF ORGANIC DECAY, INSPIRED BY THE BOSS OCRAM FROM TERRARIA. THE ENVIRONMENT IS MADE OF PULSATING, ROTTEN FLESH AND BONE.

GOthic CHURCH LEVEL: A LEVEL SET WITHIN A CRUMBLING GOthic CATHEDRAL. THE BOSS IS A PRIEST-LIKE FIGURE WHO USES HOLY ATTACKS AND POWERFUL, SCREEN-FILLING BULLET PATTERNS.

WATER LEVEL

A DEEP, UNDERWATER STAGE WITH A COSMIC HORROR THEME. THE BOSS IS A CTHULHU-TYPE CREATURE, AND THE FIGHT TAKES PLACE IN A SUBMERGED ARENA, USING THE WATER PHYSICS TO ALTER MOVEMENT.

MILITARY MEK BOSSFIGHT

A BOSS FIGHT AGAINST A LARGE, MECHANICAL SUIT SIMILAR TO THE MECHS IN ARK. THE FIGHT IS A RHYTHMIC DANCE OF DODGING MASSIVE FIRE BULLETS SYNCHRONIZED TO A HEAVY BEAT, ALL WHILE FLYING WITH YOUR JETPACK.

THE FINAL FORM OF THE MILITARY MEK, A GROTESQUE FUSION OF METAL AND FLESH.

COSMIC BEAST LEVEL

A LEVEL IN AN OTHERWORLDLY, COSMIC SETTING, WITH A BOSS INSPIRED BY THE ELDEN BEAST. THE FIGHT IS A SPECTACLE OF LIGHT AND ETHEREAL ATTACKS.

BOSS-SPECIFIC WEAPONS

AFTER EACH VICTORY, YOU GET A UNIQUE WEAPON.

FOR EXAMPLE, A "SCREAMING BLADE" FROM THE "I HAVE NO MOUTH, AND I MUST SCREAM" INSPIRED LEVEL BOSS, OR A "COSMIC ORB LAUNCHER" FROM THE COSMIC BEAST.

DUAL-WIELDING

THE ABILITY TO EQUIP AND USE TWO WEAPONS AT ONCE, SIMILAR TO TERRARIA'S FAN WEAPONS, ALLOWING FOR UNIQUE COMBINATIONS AND PLAY STYLES.

BLINDNESS

THE MAIN CHARACTER IS BLIND IN THE "REAL WORLD," BUT CAN SEE IN THE VIRTUAL REALITY. THIS CREATES A POWERFUL NARRATIVE LOOP, AS THE INABILITY TO QUIT THE GAME MEANS THE CHARACTER LOSES REALITY AND IS STUCK IN THE ONE PLACE THEY CAN "SEE."

THE FINAL BOSS

THE GAME CONCLUDES WITH THE PLAYER WAKING UP FROM THE VIRTUAL REALITY, BUT THEY ARE STILL TRAPPED. THE FINAL FIGHT IS AGAINST THE "GAME MASTER," A BEING SIMILAR TO ROCKWELL FROM ARK GENESIS ONE. THIS FIGHT IS A RAW, INTENSE MELEE BATTLE, WHERE YOU LOSE YOUR DASH AND JETPACK, FORCING YOU TO RELY ON DIFFERENT SKILLS.

PROJECT: LAST SENTINEL

REFERENCE ART

OCCAM FROM TERRARIA



MOONLORD FROM TERRARIA



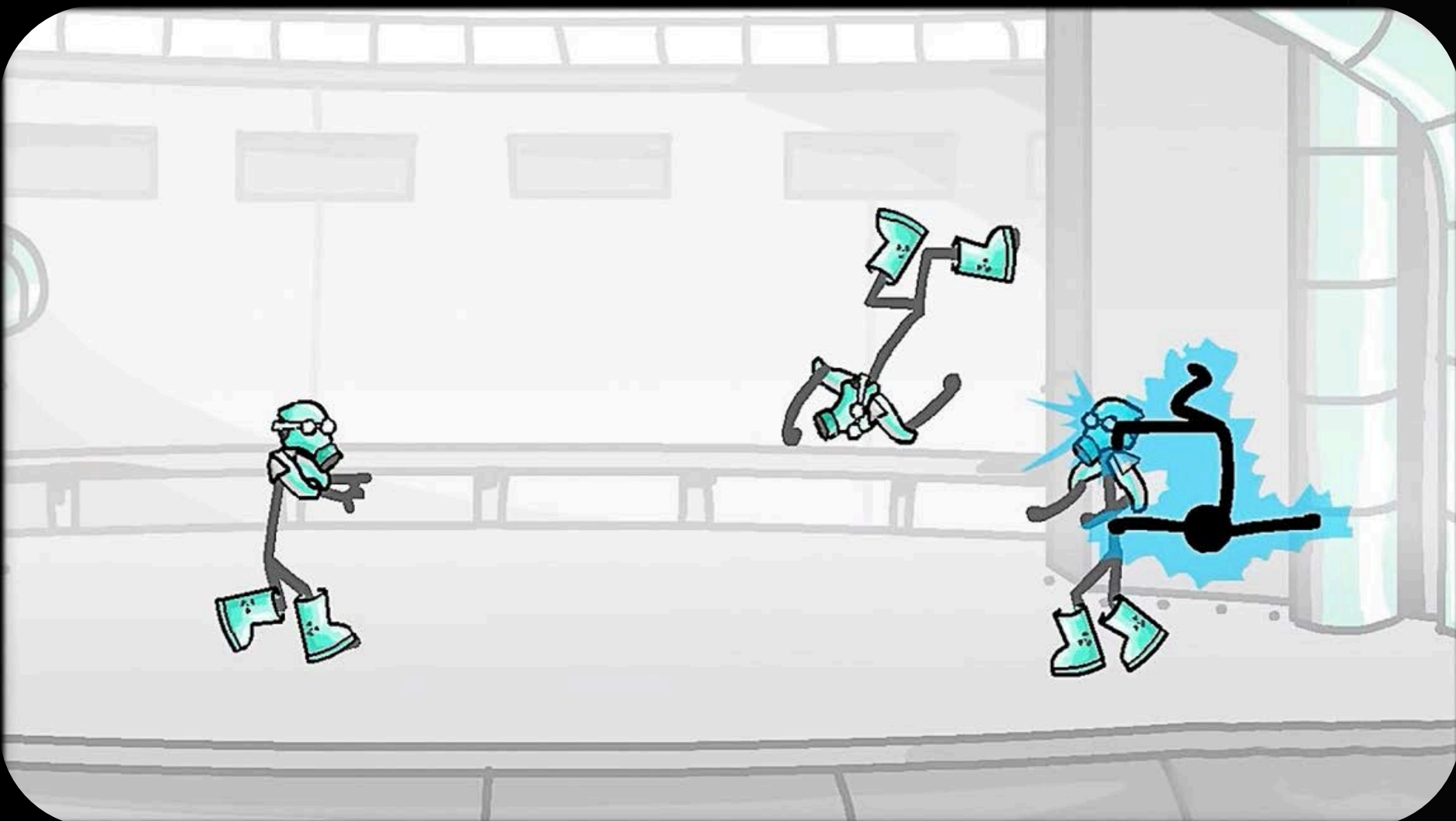
GENESIS ONE ROCKWELL (GAME-MASTER)



BIBLICALLY ACCURATE ANGEL



ELECTRICMAN 2



ENTER THE GUNGEON / BULLET HELL REFERENCES



AI CHARACTER CONCEPT ART



(GAME SHOULD MOSTLY INCLUDE GUNS)

ROBO RAMPAGE FLASHGAME



PRJCT: LAST SENTINEL

ARTSTYLE REFERENCES AND INDUSTRIAL MUSIC

PIXEL DENSITY STYLE

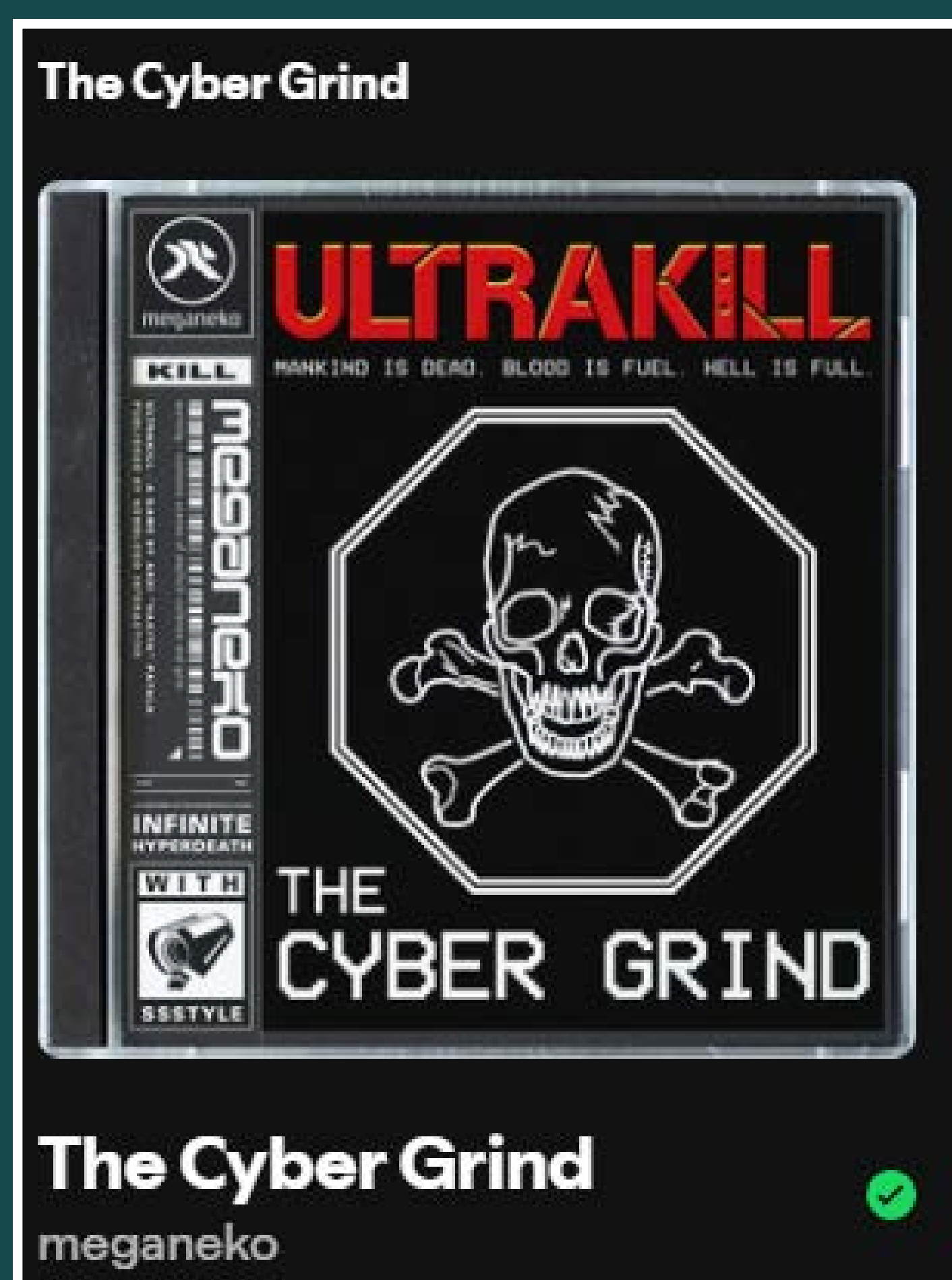


CELESTE (IMPORTANT INSPO)



INDUSTRIAL MUSIC REFERENCES FOR THE RYTHM BASED BOSSFIGHTS

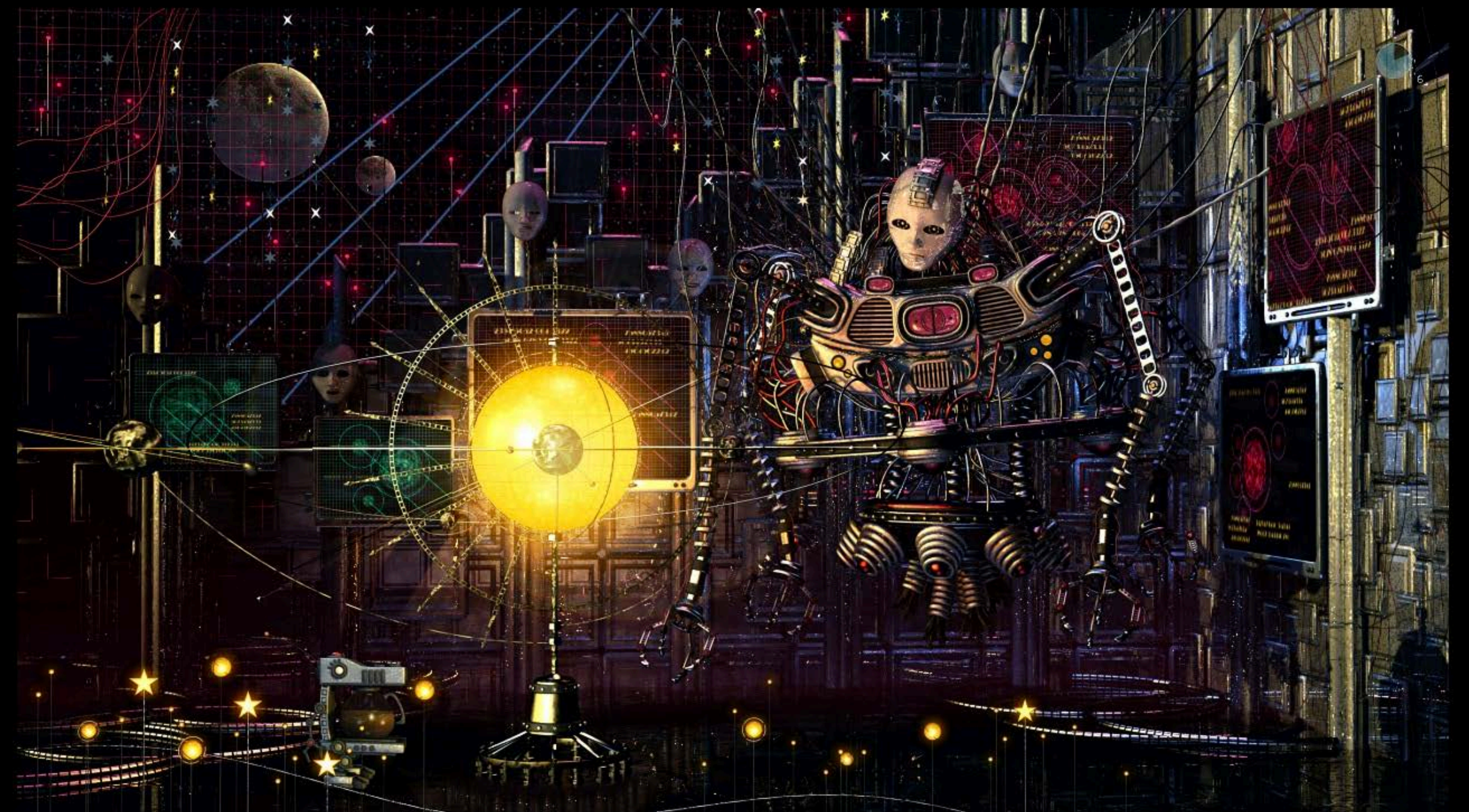
MAIN REFERENCE TRACK



[CLICK TO LISTEN](#)

BACKGROUND INSPIRATION

SCOTT CAWTHON: THE DESOLATE HOPE



PROBABLY TOO AMBITIOUS. TOUGH & LOVE THE STYLE

