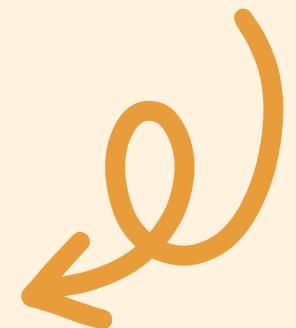




Mystera

Wizardry & Alchemy

By



Introduction

About Us

We are...

T0ffee Games.

A team formed by passionate coders who
are dedicated to push for creative
mechanics and immersive game designs.

Gregory & Justin
Founder of T0ffee Games



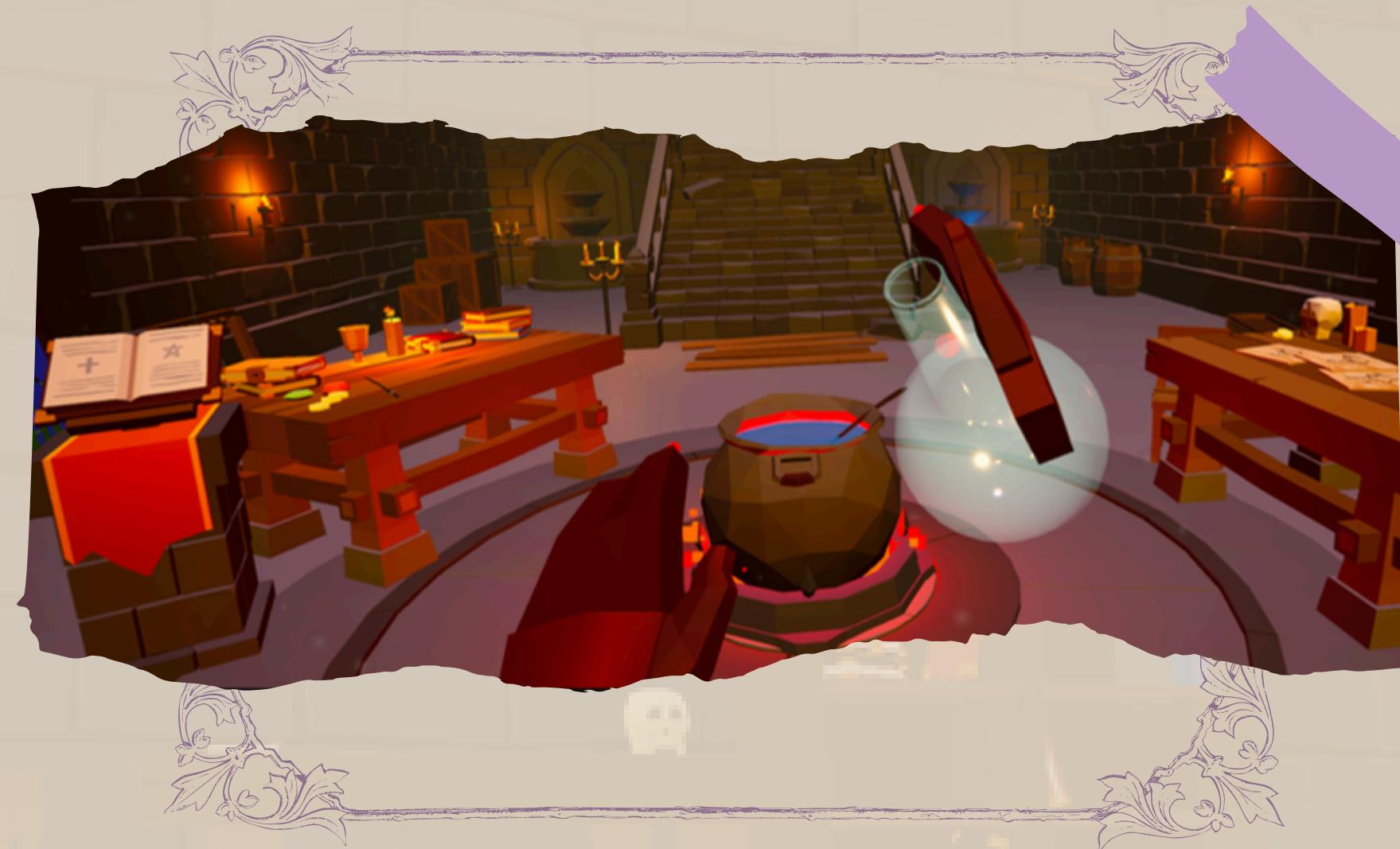
Kee Yee & Wan Xun
Talented Members



Concept

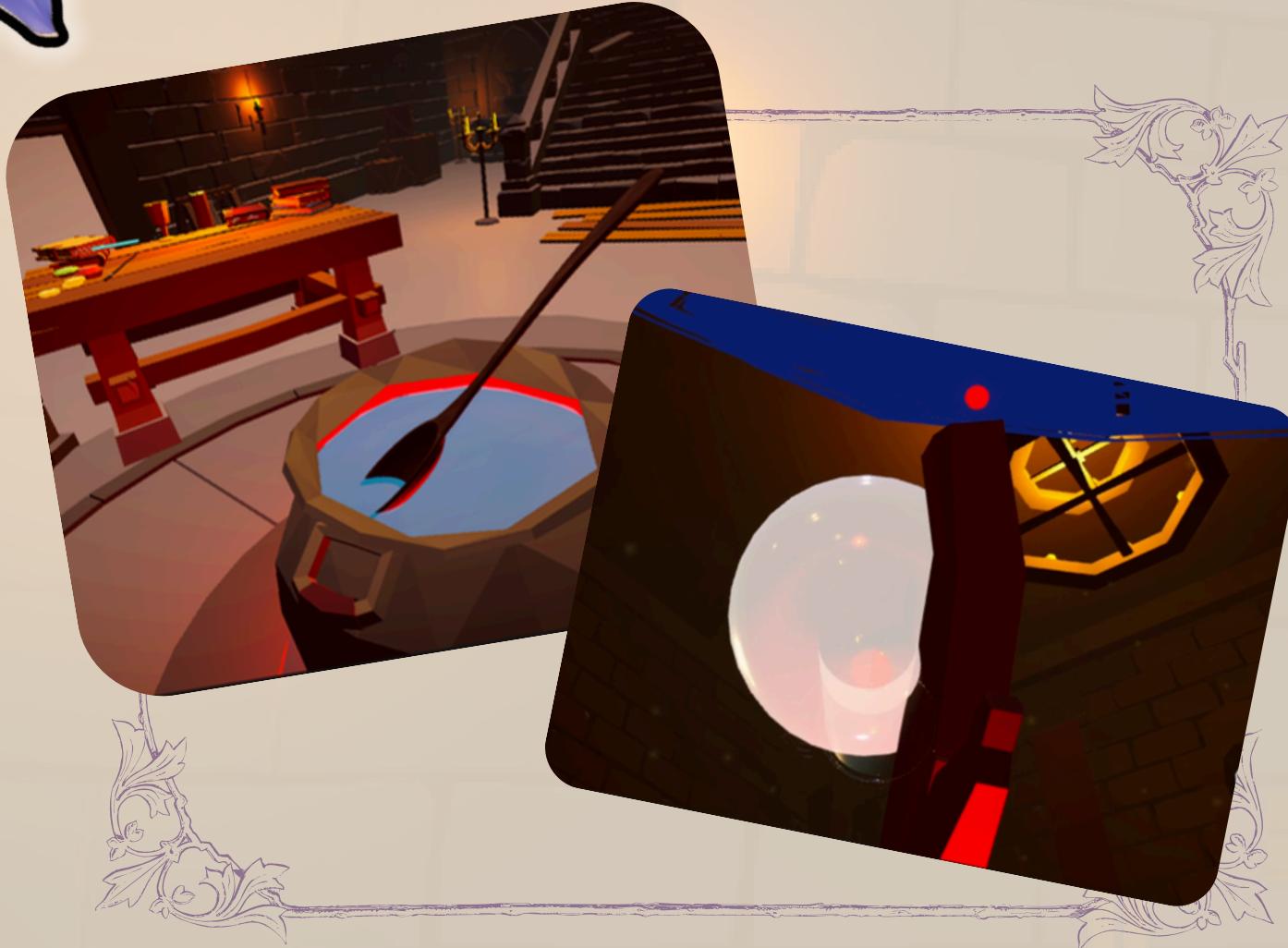
Mystera: Wizardry & Alchemy
is a

- VR
- Roguelike Combat
- Metroidvania

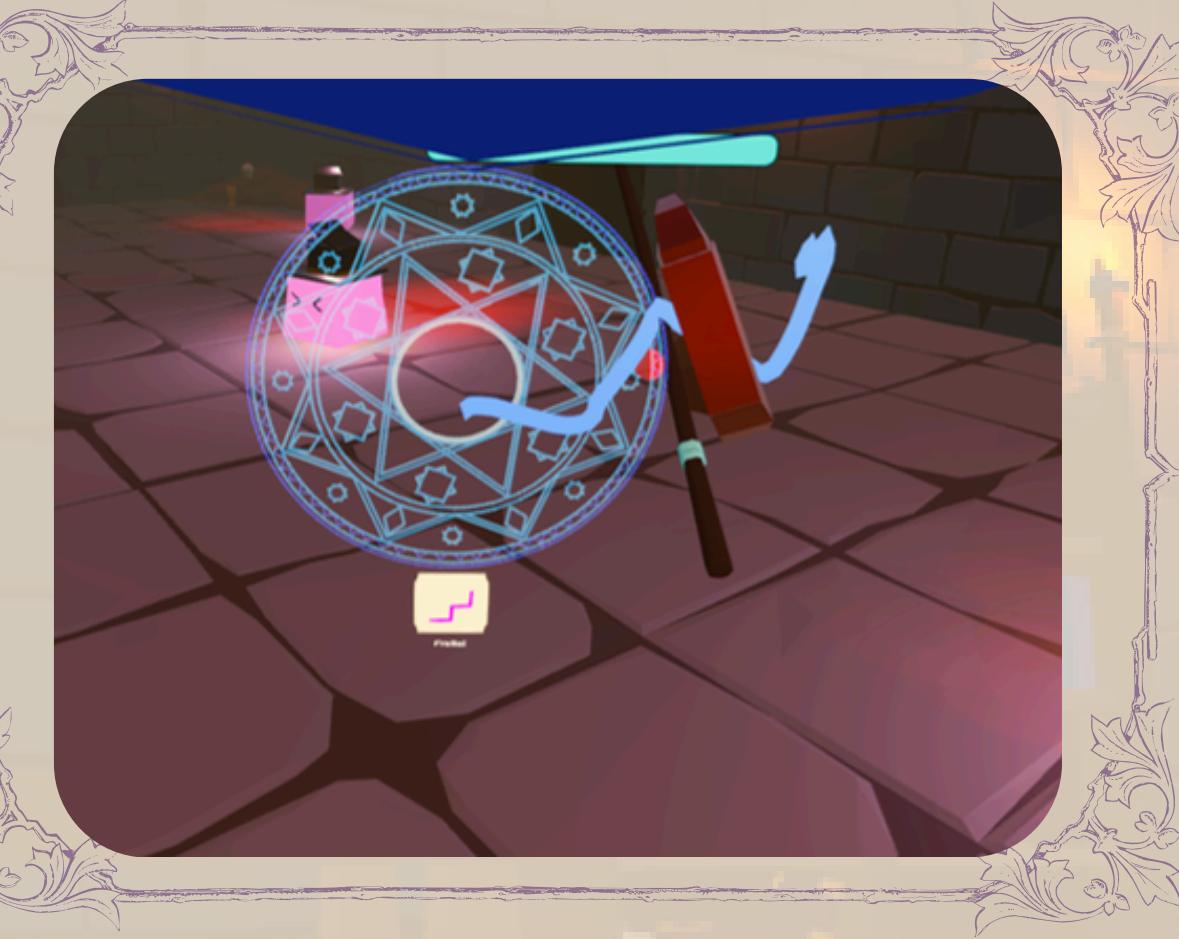


- **Potion making and spell casting.**
- **Fight & Defeat Monsters, unlock ingredients & spells**
- **Save the people of Mystera from the Magic Famine!**

Concept



- Drink potions, cast spells
- Overcome Dungeons with Wizardry and Alchemy!



- Kill monsters, loot dungeons, rewarded with goods
- Overcome obstacles/find hidden rooms with potions/spells

Target Audience

- **UR enthusiasts** and **Metroidvania fans** seeking tactile, hands-on gameplay with magical, intuitive exploration and progression
- **Fantasy lovers** and **Harry Potter fans**, especially those who dream of being in a wizarding world



Unique Selling Points



But with a story!

Uncover the mystery behind
the world's sudden magic
famine.



one of the few
FIRST Metroidvania + VR Game

Metroidvania progression
style gameplay loop!



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Game Design



Potion Brewing

Players brew potions to overcome obstacles in dungeons.

- Solve overwhelming enemies
- Discover hidden rooms
- Avoid traps

The goal is to give players options for progression.



Potion Brewing

Current Ingredients

These ingredients are used in potion brewing and are already in the game!



Spells

Real Wizards cast spells.

Spells are the player's strongest **attacks / utility**.

Other than potions, players are given spells to overcome obstacles.

- Unlock new areas, like dispelling a strong door.
- Using an updraft spell to jump large gaps.

Dungeons

To immerse players in **combat against Monsters**.

Players are rewarded **new ingredients and spells** from looting Dungeons.

The goal is to deliver a thrilling combat system using Magic that they learn to unlock more magical spells or potions.

Metroidvania!

- Hidden rooms
- Traps/Obstacles

Encourage use of spells and potions

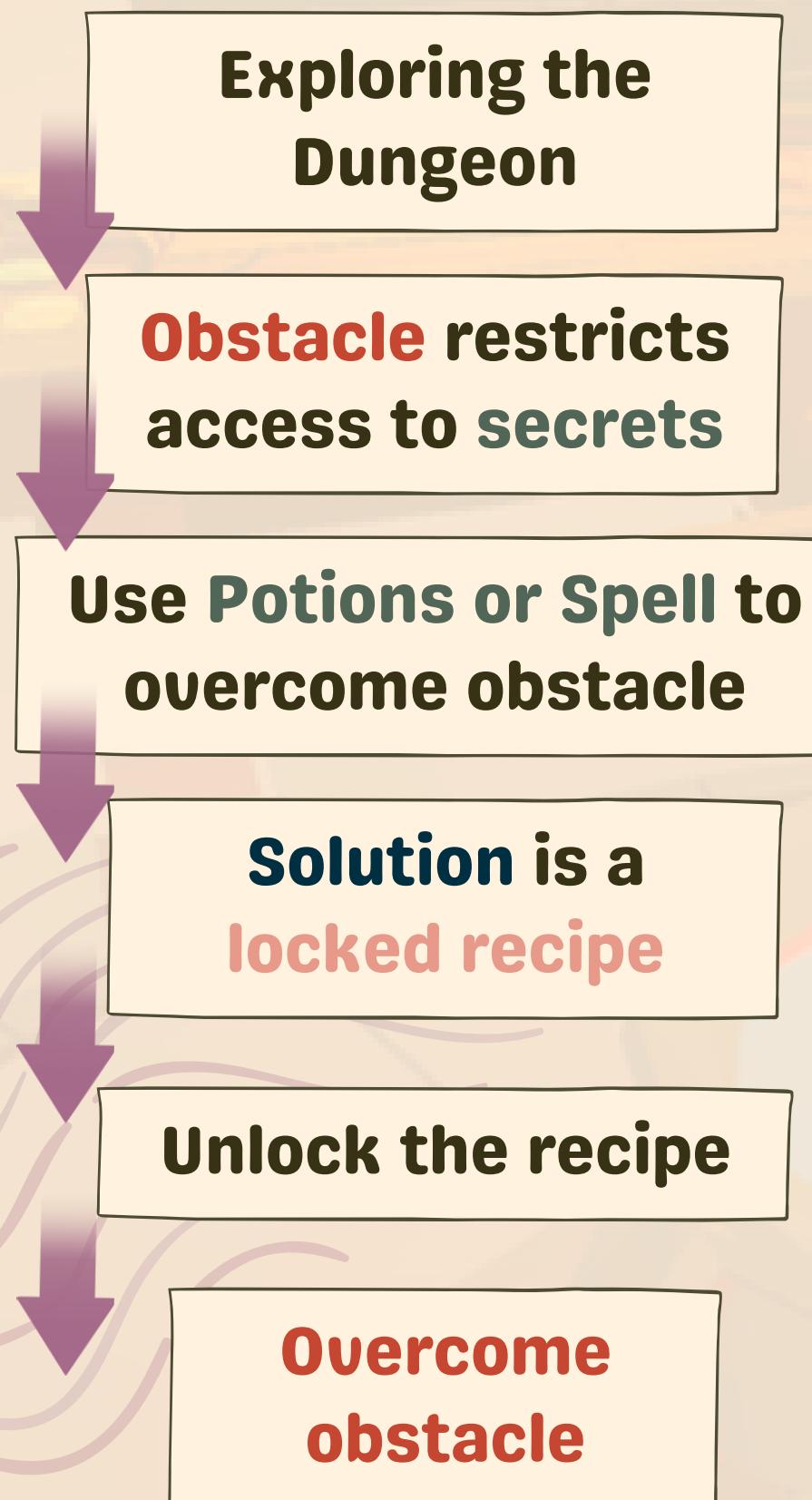


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Core Gameplay Loop

The Dungeon + Use of Potions/Spells



Example - Large Gap Obstacle



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Narrative Design



World Building

Mystera is a realm where **magic** flows through every corner of existence.

For centuries, its people have relied on this power to thrive, even in the harshest conditions. Magic permeates the very air.

One day, came the **Magic Famine**.
Now only **Great Council of Wizards** wield strong magic.

Plot

Arrival

The player, a wizard from the Great Wizard Council arrives in the small village of “Medea” as its guide and protector.

Crisis

The Magic famine strikes. Magic weakens. Crops die. Some villagers lose their casting abilities. Retreating to his tower for research, the wizard discovers the cause lies in an underground dungeon nearby.

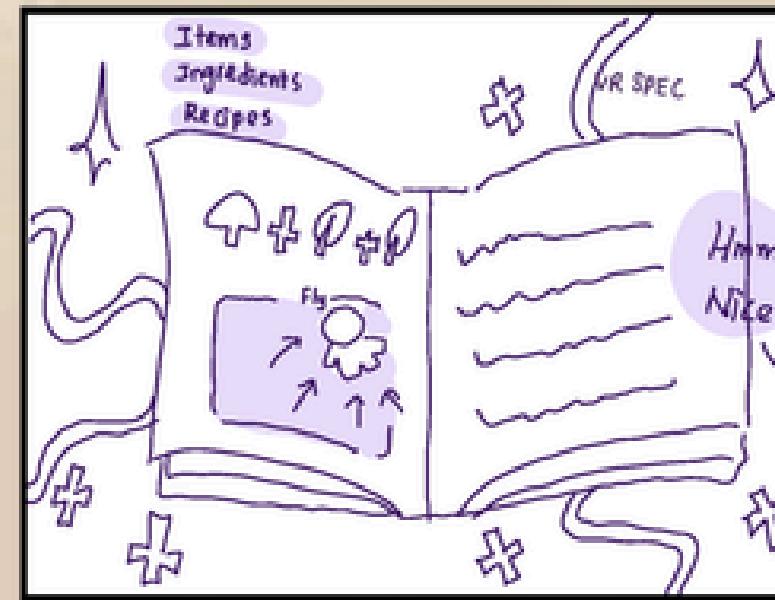
Quest

The wizard ventures deep underground to uncover the truth.

Sketches

Storyboard - Potion Making

Canva



The Journey

Journey

The player ventures deep into the dungeons, braving diverse biomes and overcoming **fresh challenges at every turn.**

Twist

As the player ventures deeper, the culprit is discovered:
A former leader of the **Great Council of Wizards** is **draining the world's magic** to maintain his youth and remain alive.

Climax

The player ends the villain's reign.
Restoring magic to the world.

Sketches

Storyboard - Dungeon

Canva



The Wizard

Main Character



The Wizard is a gifted member of the Great Wizard Guild, entrusted with powerful magic and the responsibility to protect those in need.

Players take on the role of a wizard, mastering spells, brewing potions, and gaining new abilities while growing stronger each day.

From peaceful trips to town to dangerous dungeon quests, the Wizard's life mixes simple charm with grand adventure, always seeking balance amid the chaos.

Sketches

Storyboard - Fun



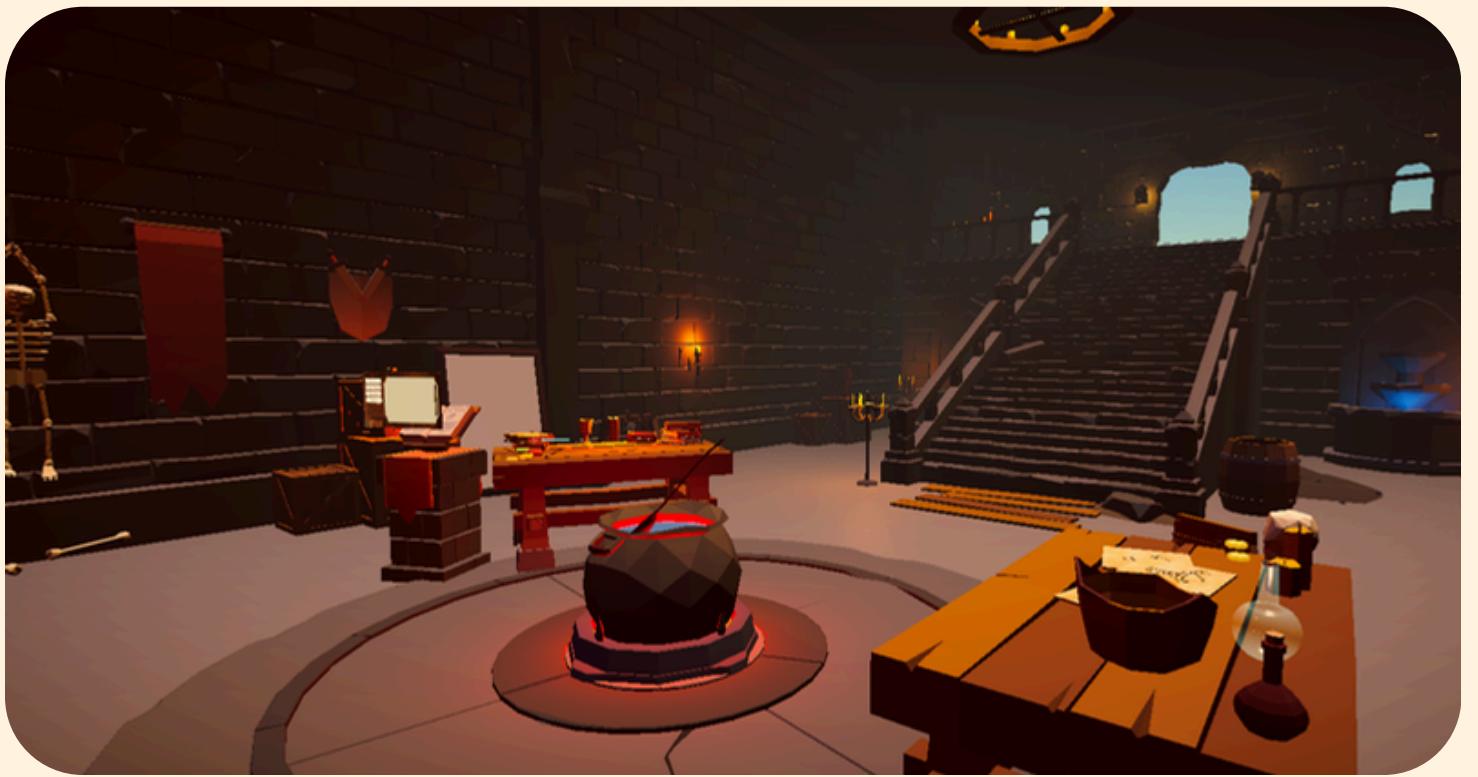
Fun
interaction

Explore

Earn

Wizard Tower

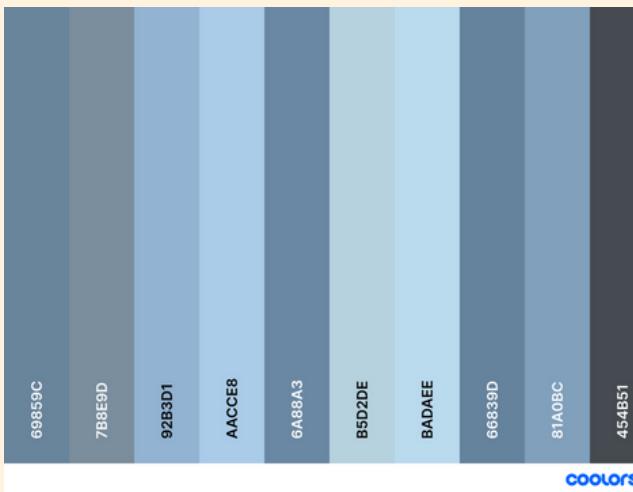
Canva



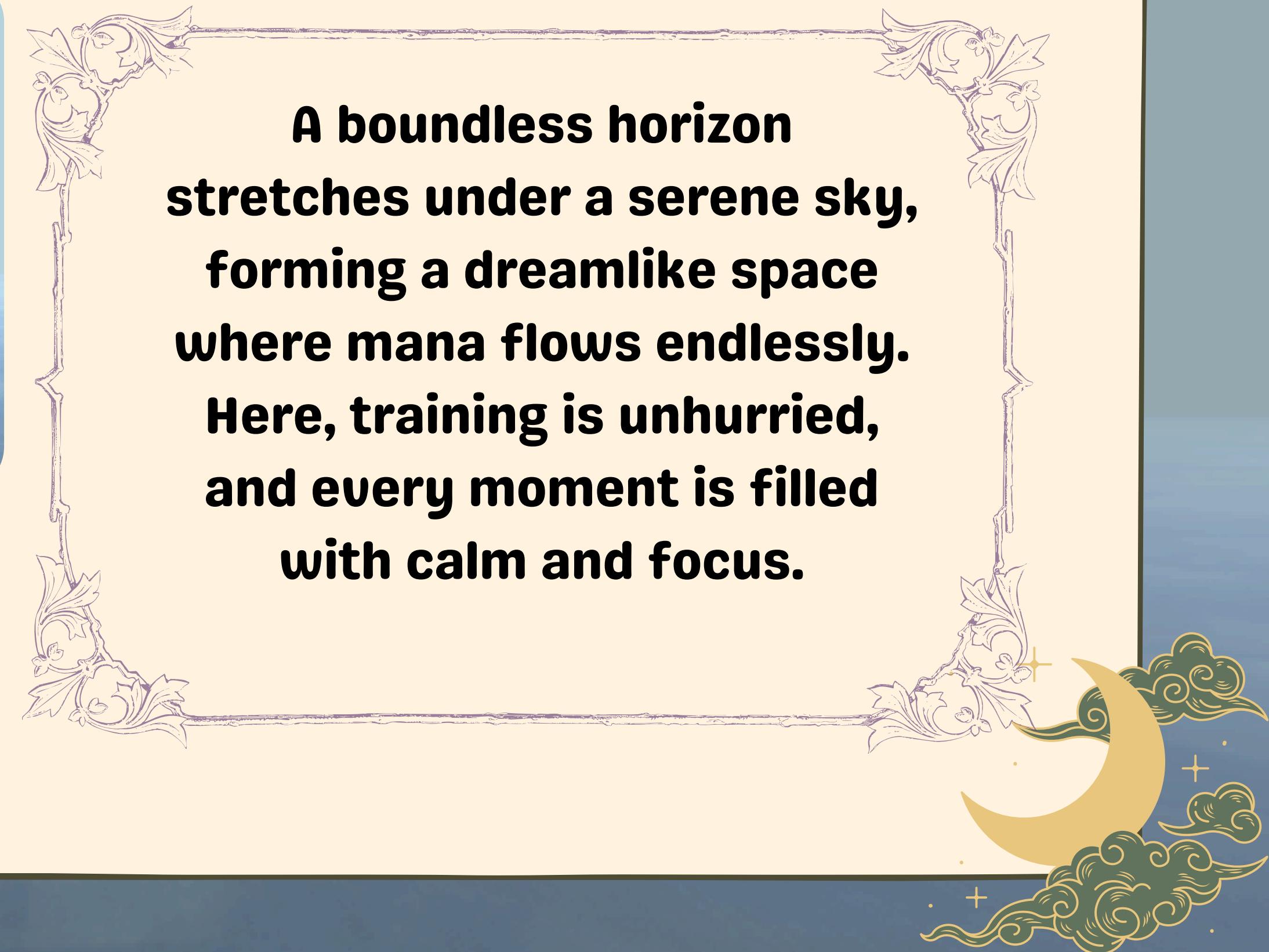
Warm earthy tones, soft torchlight, and glowing cauldrons create a cozy yet mysterious wizard's hall. The stylized low-poly art and rich color palette evoke tradition, magic, and charm.

Training Area

Canva



**A boundless horizon
stretches under a serene sky,
forming a dreamlike space
where mana flows endlessly.
Here, training is unhurried,
and every moment is filled
with calm and focus.**



The Dungeons



Dungeons Zone 1

Dark, earthy tones and torchlit walls create a tense, foreboding atmosphere. Shadows stretch across worn stone, while deep reds and browns evoke danger, mystery, and the thrill of exploration.

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Business Analysis



Market Analysis

Lack of **UR** wizard-themed Metroidvania games.

Mystera: Wizardry & Alchemy will cater to players that want to immerse in fantasy while adventuring dungeons Metroidvania style



Competitor

Similar game: “Waltz of the Wizard”

Sold >one million copies since its release in 2019. -According to GamePress

Has Metroidvania elements too!
Dungeons and Adventure elements

Business Model & Plan



FREE

Free Demo



Buy-to-Play



Wizard Time!

**Pay once
Access current & future content!**

Layer Chart

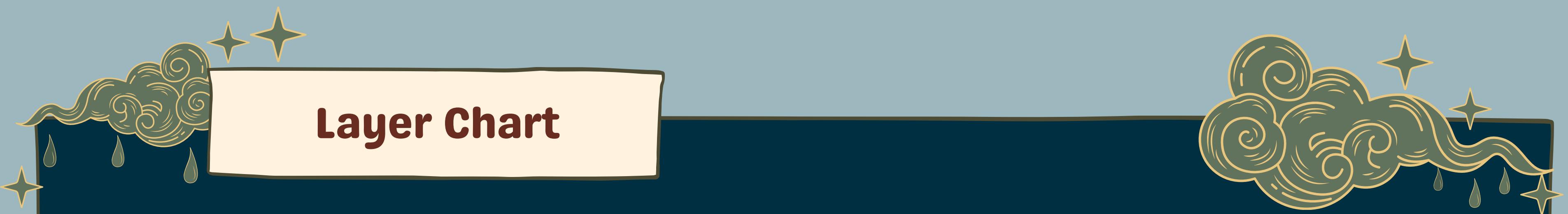
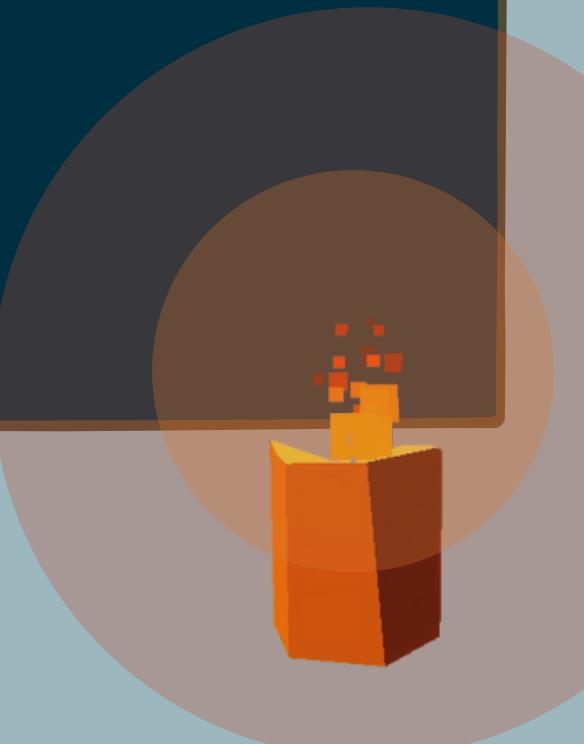
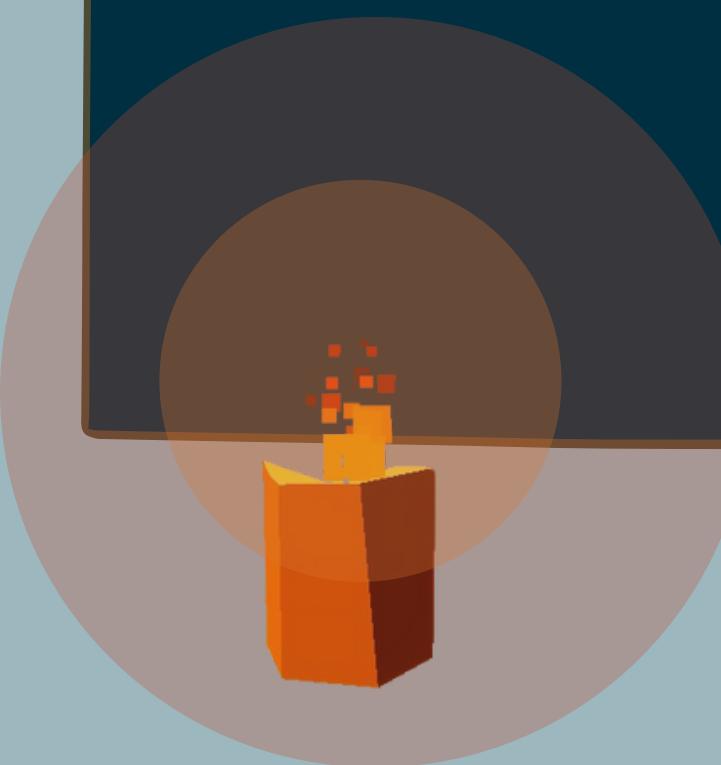
Game System

Story/Directive

Demo

Additional Content

We are here!



Updates Timeline

Quests/Missions

Crow/Owl gives players daily missions.
Encourages replay.

1

2

3

Dungeon Bosses

End of every dungeon type/zone will have Bosses!
Bosses drop game changing loot.
Similar to “Elytra” from Minecraft.

Dungeon++

More dungeons types/zones,
More dungeon rooms,
Special content like locked doors,
lore rooms, to encourage adventure.



Updates Timeline

Town Update

Introduction to NPCs and new open space.
Player can buy seeds, potion recipes, spell licenses.

4

5

6

Crimes Update

At Night, Town will have dealers players can sell potions to.
Buy illegal ingredients, spells and recipes



Gardening Update

Pots to plant and harvest seeds
Plants can be used in potion brewing and crafting.



Assets Used

Particle Systems

Legacy Particle Pack & Particle Pack by Unity Technologies

Magic Effect FREE by Houl Studio

Ultimate UFX by Mirza Beig

Assets

Low Poly Dungeons by JustCreate

Music/Sounds

YouTube/FreeSounds Sound Effects

Lenna Raine

Aaron Cherof

Mystera

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Thank You!

