



# Infinite Menagerie

“The crowns of the trees are thickening”

# Greetings, Developer



# Practical Experience

My name is Gleb Makhonov. I am a solo developer creating the project *Infinite Menagerie* from scratch.

Education: *Student* at Far Eastern Federal University (FEFU, Primorsky Krai), majoring in Software Engineering (Bachelor's degree).

- Some experience related to *Unity* and *Unreal Engine 4*. All completed projects presented on GitHub were created in *Game Maker Studio 2* (GML).
- Active *GitHub* profile with several completed projects.
- Experience publishing a project on the *VK Play* platform.

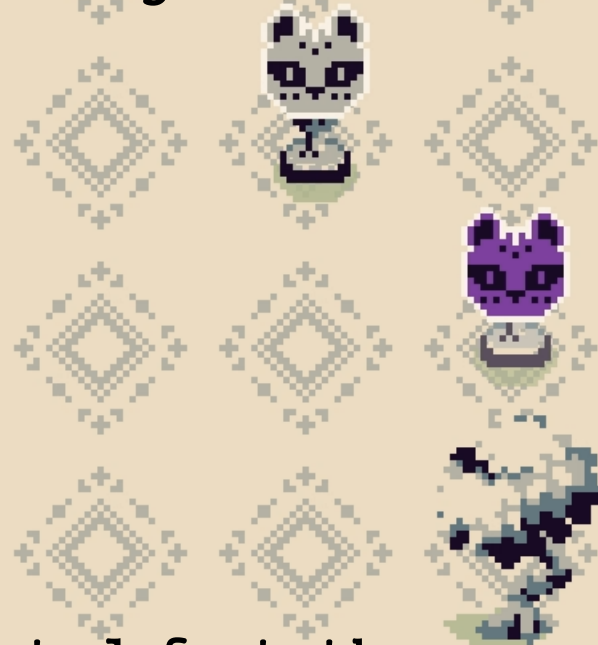
## Interest in the project

I have been creating games as a hobby my whole life. I have been working on my current project for 4 months. This is my first experience developing a game with a complex system of interconnected objects. My goal for this project is to also create a well-developed State Modifiers system.

**Infinite Menagerie** - A turn-based strategy rogue-like with death-based progression.

# Story

You are a disembodied puppet, unfortunate enough to have become trapped in an ever-expanding forest. Your strength lies in adaptation. Adopt the abilities of enemy animals by wearing their masks, allowing you to change tactics and gain new skills.



In order to escape the forest, you must defeat three masters of the forest, advancing deeper and deeper into the woods.

# Gameplay - Attributes

Every decision in combat revolves around three key resources displayed in the interface:

**HP (Health Points):** Your life. Lose it all – start your journey anew.

**AP (Action Points):** Spent to take a turn (attack, move, use abilities).

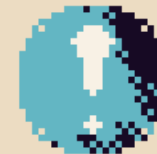
**MP (Magic Points):** Fuel for powerful item abilities.



10



7



3

**Curse:** Upon completing the first half of the game, the puppet is afflicted with a Curse that, based on the value of its primary attribute, will lower the value of its opposite counterpart.



# Gameplay - Main characters

While searching for a way out of the eternal forest, you may encounter the souls of deceased puppets:

Stack - for every 15th animal killed, one point is added to the main attribute.

Reduces the total playthrough time by 1.5 times.



Headman

Replaces the basic attack with a fan-shaped attack covering three cells around the character.



Hunter



Woodcutter

# Gameplay - Forest Inhabitants

The forest is inhabited by diverse creatures, each with unique behavior and tactics that force the player to constantly adapt:

**Wild Dog:** Infinitely calls for reinforcements – requires focus or crowd control.

**Bulldog:** Attacks with a charge, disrupts positioning.

**Forest Spirit:** Animates trees, turning the environment into Ents that clutter the battlefield.



**Forest Spirit**  
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# Gameplay - Urban items

Artifacts offer powerful but often risky effects:

Mysterious Urn, stuffed with human ashes. It can kill every one of your foes, but in return, it will drain HP equal to a quarter of the total HP of all slain creatures (including neutrals).



A small ritual dagger. The blood on it transfers to any weapon you wield, doubling its power, but after 10 waves, that weapon is destroyed. Cannot be sold, and the curse does not work on new weapons.



# Why does Infinite Menagerie stand out?

- **The "Masquerade" Mechanic:** It's not just about collecting abilities, but transforming your character's identity to match the style of a defeated foe. This provides deep tactical variety and a strong sense of progression.
- **A Strategic Rogue-like:** It offers the depth of turn-based tactics, which is rare for a genre often focused on reaction time over deliberate planning.
- **The "Tri-Resource" System:** The interconnection of AP, MP, and HP creates a tense and multi-layered gameplay loop where resource management is more critical than simple damage output.
- **Items with a "Double-Edged" Nature:** Many artifacts are a double-edged sword, creating memorable moments and difficult, meaningful choices.

# Analysis of similar games

Game Title	Key Similarities	Success & Metrics
Darkest Dungeon (Red Hook Studios)	Turn-based tactics, resource management (stress/health), permadeath, dark atmosphere.	Critical and commercial hit: > 1 million copies on PC (2016), Metacritic score 84/100.
Slay the Spire (Mega Crit Games)	Roguelike structure (run-based cycles), building a "deck" from random cards/artifacts, turn-based battles.	Phenomenal success: > 1.5 million copies (2019), Metacritic score 89/100.
Monster Train (Shiny Shoe)	Strategic roguelike with turn-based battles, defending a key point, combining creature and card mechanics.	A successful "spiritual successor/follow-up": > 1.5 million copies (2025), Metacritic score 86/100.

# What makes Infinite Menagerie stand out from the crowd?

Criterion	Similar Games (on average)	Infinite Menagerie
Core Progression Mechanic	Acquiring cards, relics, upgrading your squad.	Directly adopting enemy abilities through the mask system, creating a more tangible and visual connection to progress.
Combat Focus	Managing a squad ( <i>Darkest Dungeon</i> ) or a deck of cards ( <i>Slay the Spire</i> ).	Managing a single, yet flexible avatar with an emphasis on positioning and target prioritization in each turn-based encounter.
Strategic Layer	Path choice on the map, meta-progression development.	Making in-the-moment decisions within a single wave regarding AP/MP usage, target selection, and item activation.

# Road map

Stage & Timeline	Key Goals and Outcomes	Resource Allocation Focus
<b>ALPHA</b> (4 months)	Ready for closed testing. A complete gameplay loop (3-5 masks, 3-5 enemies, basic items). Finalizing core gameplay, creating content, improving visuals, animations, and environment.	
<b>BETA / Early Access</b> (Current / 2-4 months)	Public launch on Early Access. A full early access version: 14 masks, 13 enemies, 3 bosses, and 3 main characters.	Scaling content, actively gathering feedback, balancing, creating a meta-progression system between runs.
<b>RELEASE</b> (3-4 months)	Launch of version 1.0. Complete soundtrack and sound effects, interface localization. Polish, creating final content, basic localization.	
<b>POST-RELEASE</b> (1+ months)	Support, patches, feedback collection.	Community support, planning the first content update based on feedback.

# Additional needs and synergies with the publisher

**Marketing & Distribution:** Market launch strategy, PR campaigns, work with influencers, store page management (Steam), planning discounts and participation in festivals.

**Localization:** Translating the game into key languages (English is ready, plus Chinese, German, French, and others) to expand the sales geography.

# Contacts & Links

Developer: Gleb Makhonov

Contact email for the project: goldendor753@gmail.com

Link to github of developer: <https://github.com/0wiliw0>

Link to the working build: <https://github.com/0wiliw0/Infinite-Menagerie>