Little Super Devil

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High Concept

You are what mankind believes to be the Little Super Devil. However, there are three things that they've got all wrong: 1) Everyone goes to Heaven, no matter what they do in life. 2) You're the only one who's ever escaped Heaven. 3) Heavenly creatures are now trying to take over the earth, because there's no more space up in the clouds. After years of searching, a powerful sorcerer has found the spell to summon the most dangerous demon in hell. What he doesn't know is that you're the only demon down there, the founder of hell. When he performs the ritual, the cloud of smoke disperses to reveal a 3 years old demon, you, staring at him with a bowl of popcorn in your hands: "Well... This is awkward. Hi Bob, what's the deal?".

Features

- Unique, twisted story supported by solid platformer game mechanics.
- Moments in which the main character will break the 4th wall.
- Play as a cute little devil in a 3D environment, using some powers to make your way through the 'divine' creatures of Heaven. But be careful, they've been expecting you, so the journey will not be an easy one.
- A simple, colorful, low poly art, with different settings that will keep you engaged.
- A sword that the Little Super Devil can use, as well as a few powers like fireballs, slowing down the time or even stopping it for a few moments.
- A few puzzle elements that will test not only the player's reactions but also the way of thinking.
- Lots of humorous elements along the game, as well as some "pop" references.
- Mechanics that will softly push the player to manage his abilities and the way they are used. Because players need to be resourceful and to use creative thinking.
- Simplified controls with a learning curve that will make the game accessible to everyone, without having to spend too much time getting the hold of it.
- Unique difficulty in order to set up a good pacing for the game, carefully adjusted not to push away those who want a real challenge.

- Collectibles, which will count as score.
- Different checkpoints along the levels.
- A few different enemies.
- Original soundtrack that will follow the theme of the game across all the different levels and segments.
- Sound variations for some specific effects like footsteps, landed hits, and so on.
- 3rd person platformer type of gameplay, which features light hack and slash elements.

Player Motivation

The player takes control of the Little Super Devil and tries to use all of his abilities in order to save earth from the hands of Heaven. The small creature jumps, fights and solves puzzles on different platforms, in different enviroments. Each level has collectibles, which will grant achievements and will increase the overall score.

Genere

A 3rd person platformer with puzzle and hack and slash elements.

Target Customers

Casual gamers who want to enjoy a twisted little story, with funny game elements, solid game mechanics to keep the players engaged, all accompanied by an adorable main character.

Competition

3rd person collectathon games available on the PC, like Yooka Laylee or the recently released Hob and A Hat in Time.

Unique Selling Points

- The twist between Heaven and Hell.
- The overall low poly look.
- The multitude of pop culture references and humor.
- The memorable main character.

Target Hardware

PC, for both Windows and Linux operating systems. Consoles at a later date if the PC version is well received.