

# Game Concept Pitch and Proposal: Sinful

**Pitch:** Sinful is a turn-based RPG/Action-adventure game set in gritty streets of Las Vegas, where the player Lucious strives to gather powerful demons of sin under his banner to achieve his goal of becoming supreme overlord of sin, but will he be able to grow fast enough to overthrow the current Hedgemon?

## Game Outline Components

**Name:** Working title is Sinful.

**Genre:** Sinful will be a turn-based RPG for combat. It will have open world movement for exploration and there will also be elements of roguelike games where failing/game-overs lead to reincarnating or starting from the beginning with a small carry over of stats from previous playthroughs.

**Setting:** The legendary city of sin, Las Vegas. The user will be exploring the darkest corners of the city. Dungeons will be spawned inside the souls of contractors taking on the theme of a hellish landscape. Different environments will be created ranging from blazing deserts and arctic tundra to carnivorous jungles filled with traps, enemies, and treasures.



**Play as/Does:** The main character (MC) is a fledgling demon with dreams of becoming an overlord. He slips into the living world and makes deals with humans to grant their darkest desires and in exchange he gets access to their soul and their essence of sin. This also gives him access to demons within their soul that he can subdue or rally under his control.

**Win Condition:** Become powerful enough to fight the current demon overlord and usurp his throne.

**Hook:** The current Hedgemon's strength isn't static. He could be recovering or partially sealed. The point is that as the game goes on, the final boss also gains strength at a certain pace making it a race to grow your power and manage your time well.

## Consumer Components

**Demographics:** Age range 13-28 years old, primarily male.

**Psychographics:** Main interests in fantasy genre games/stories, Dungeons and dragons, seven deadly sins mythology, and challenging souls-like genre games. Our users enjoy a challenging experience and problem-solving scenarios. Users of our product tend to be competitive in nature, seeking to push their limits.



**Behavior Patterns:** Consumers of fantasy genre media looking for an entertaining fantasy story to bring some excitement to their life. Consumers will choose our product due to its quality story and flexible gameplay mechanics. It will also provide our users with a chance to hone their problem-solving skills while exploring elaborate dungeons. Our game will help consumers relax as they take a break from the more mundane aspects of their daily routine.

**Pain Points:** Games that are too easy and don't present a proper challenge. Ideally this game would allow the player to have relative freedom with the path they choose when gaining powers and scale remaining enemies after defeating certain powerful enemies (bosses) so that the difficulty remains consistently challenging. In Sinful the option to save will always be available so that users can easily pick up and put down the game on short notice. Finally, I would like to create a game that offers tremendous freedom in playstyle, allowing for user to enjoy multiple playthroughs that give a different experience each time.

**Technology Proficiency:** Minimal technological proficiency. The ability to use a standard game console controller or keyboard including but not limited to the use of macros and key-bindings (defaults mappings will be implemented but will allow for user customization).

**Usage Context:** The user would likely play the game at home in their free time.

# Game Content Specifics



**Primary Function:** The main character will make deals with humans in the city of sin to gain access to their souls (opening a dungeon filled with sin themed demons). The MC fights his way through these dungeons capturing weaker demons to fill up a four-member team (including the MC). Clearing the dungeon allows the MC to plant a seed of sin in the human connected to him to build up a small passive buff based on the sin (Greed improves money drops, Gluttony improves exp growth, Lust improves demon capture rate). The MC attempts to

build up a festering network of sin to raise his strength to overthrow the current ruling demon and become the new local overlord.

## Key Features:

- 1. Passive Buff Flexibility:** The user will be able to choose which seeds of sin to plant in cleared dungeons allowing them to choose their passive bonuses to fit their preferred playstyle.
- 2. Team Composition Flexibility:** Each capturable demon will have their own role archetype (Healer/Buffer/Debuffer/AoE Damage/Single-Target Damage/Tank) which will be further specialized by their sin archetype giving them access to unique abilities based on the combination of their two archetypes. Ideally there would be a wide variety of character models for each capturable demon (120+ models with skin color variations to match their sin archetype ex: green highlights for envy, gold for pride, pink for lust).
- 3. Synergy Mechanic:** Battle team sin demons gain a buff to stats based on the number of seeds of sin planted/connected to the MC.

4. **Elite Captures:** Planting a certain number of one sin will increase the chance of an elite of that sin spawning in a dungeon allowing a limited time chance capture. Elites will have their own passive bonus for the MC based on their sin archetype.

5. **Carry Over Mechanic:** On death/Game over MC can carry over a miniscule portion of passive buffs from seeds of sin planted in previous playthrough.

**User Interaction:** The user will interact exclusively through the console controller/keyboard depending on platform.

**Visual Style:** Third person JRPG dungeon crawler art style for the dungeon exploration visual style. 3D JRPG animation style for combat visualization.

**Monetization Strategy:** Base game cost (\$20-\$30 for Indie production or \$60-\$70 AAA production), \$5 DLC for skin packs for main character, \$10-\$20 DLC for future content expansions (New bosses or maps).



## Game Platform Specifics



**Primary Platform:** Windows

**Secondary Platform:** Xbox Series X and PS5

**Minimum Requirements:** Based on Persona 5 minimum system requirements found on steam store page (Steam).

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel Core i7-4790, 3.4 GHz | AMD Ryzen 5 1500X, 3.5 GHz

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 650 Ti, 2 GB | AMD Radeon R7 360, 2 GB

DirectX: Version 11

Storage: 41 GB available space

**Platform-Specific Features:** Community mods. Cosmetic mods made by the community will not be suppressed unless they are made to explicitly break game mechanics.

**Cross-Platform Considerations:** Game hardware requirements will be created with the lowest common denominator in mind. Controls will be crafted with a standard console controller's limitation in mind.

## References

*Persona 5 Royal*. Steam. (n.d.).

[https://store.steampowered.com/app/1687950/Persona\\_5\\_Royal/](https://store.steampowered.com/app/1687950/Persona_5_Royal/)

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