

Game Pitch Document

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Title: Hazebound (Working title)

Genre: Roguelite Autobattler

Style: 2D, pixel art, post-apocalyptic

Platform: PC

Market/Focus: Age 13+/15+?, players that play games in short bursts or keep them running in the background while working, watching streams, or listening to podcasts

Elevator Pitch: A gritty, post-apocalyptic bottom-of-screen roguelite autobattler designed to be played mainly passively while you work

The Pitch

Introduction

Hazebound is a game with roguelite + idle/autobattler mechanics. The player can use different weapon combinations during each run, creating interesting builds and unlocking new characters and weapons while progressing. All this is happening at the bottom of the screen, so the player can focus on other work while playing.

Background

Idle/Incremental and Roguelite games are fairly popular in today's market. That is why I chose that as a main genres for my game. The "bottom of your screen" idea came from games like Rusty's Retirement (14000 reviews), Desktop Defender (1290 reviews), or Bongo Cat (80,000 reviews but is free). All these games have one main point: "a game that sits at the bottom of your screen while you do other things." People can play those games even when they are watching videos or working on something. However, while existing "overlay games" lean heavily into "cozy" or "cute" aesthetics, this project capitalizes on a niche: a mature, gritty, and strategy-focused experience designed for the same highly engaged audience.

Setting

My game is not heavily narrative-based, but has some story to go with it. The game takes place in a post-apocalyptic world (inspired mainly by games Fallout and Stalker). Earth was struck by a celestial object that created a dangerous foggy place called "The Haze", which kept growing and covered almost the whole world. 30 years later, you are playing as a group of people in "The Haze" trying to survive. Main inspiration comes from a film called Annihilation. (This is only a rough idea of the story)

Features

Unlike traditional games that demand full focus, it resides at the bottom of the screen. It is designed to be a "companion game," allowing players to progress, grind, and strategize without minimizing their browser or interrupting their workflow. Instead of standard auto-battlers where stats dictate victory, players can engineer a specific sequence of actions. Placing a certain weapon before another one triggers a combo. This adds deep theory-crafting layers for the analytical player. The gameplay is split to ensure constant engagement. Player can send their survivors on expeditions, where they will then automatically fight enemies and move through the level. Inspiration for a combat between the survivor and the enemy was a game called Peglin. When the survivor "dies", he will be in a "wounded" state. The player must then

wait for the characters to regenerate. Even when the survivors are wounded, the player has meaningful decisions to make.

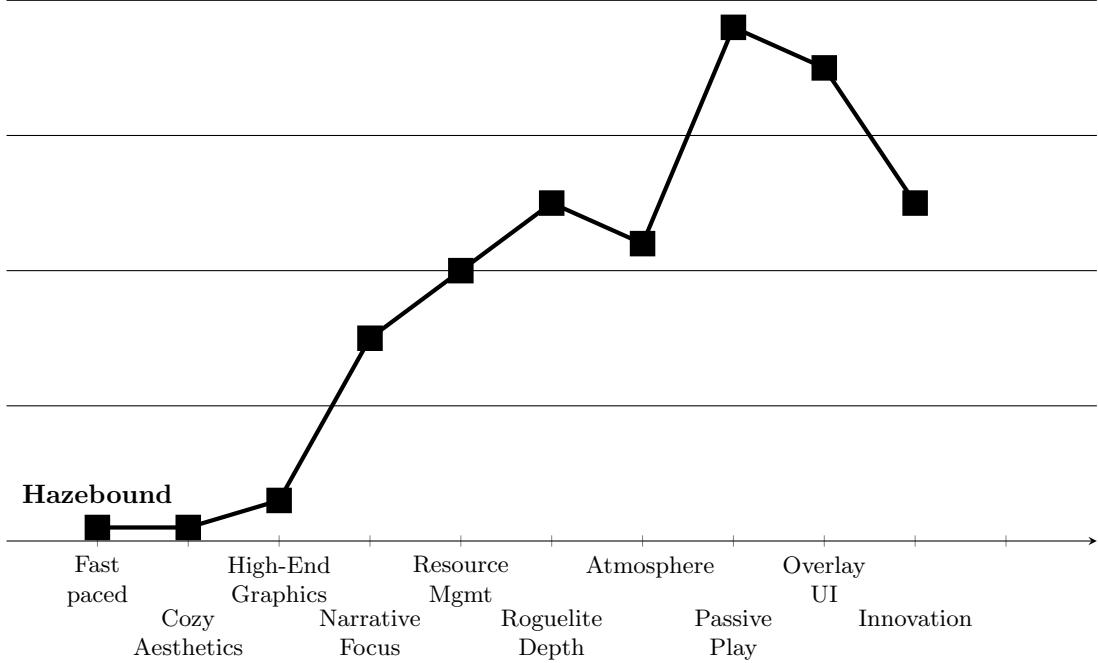


Figure 1: Value graph for *Hazebound*.

Platform

The main focus is on computer players. As I mentioned before, I am focusing on players who keep their games running on a second screen or in the background while working, watching streams, or listening to podcasts

Style

Below are visual references for the atmosphere and the bottom-of-screen UI layout.



(a) Atmospheric Inspiration (S.T.A.L.K.E.R.)



(b) Inspiration for combat showcase (Peglin)



(c) "Overlay game" reference (Desktop defender)



(d) "Overlay game" reference (Rusty's Retirement)

Figure 2: Visual Style and Interface References