

FADING VISAGE

SR

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"ASSUME THE FORM OF AN
AMNESIAC SLIME TO BRAVE
THE RUINS OF A FALLEN
KINGDOM, SEEKING THE TRUTH
OF YOUR LOST IDENTITY."



GAME SHEET

GENRE

Metroidvania, Narrative, Soulslike

GAME MODE

Single Player

PLATFORM

PC (Steam) in EU, USA

GAME ENGINE

Unity

TARGET

Metroidvania & souls-like Players

PRICE

Buy to Play
12.50€, 14.50\$





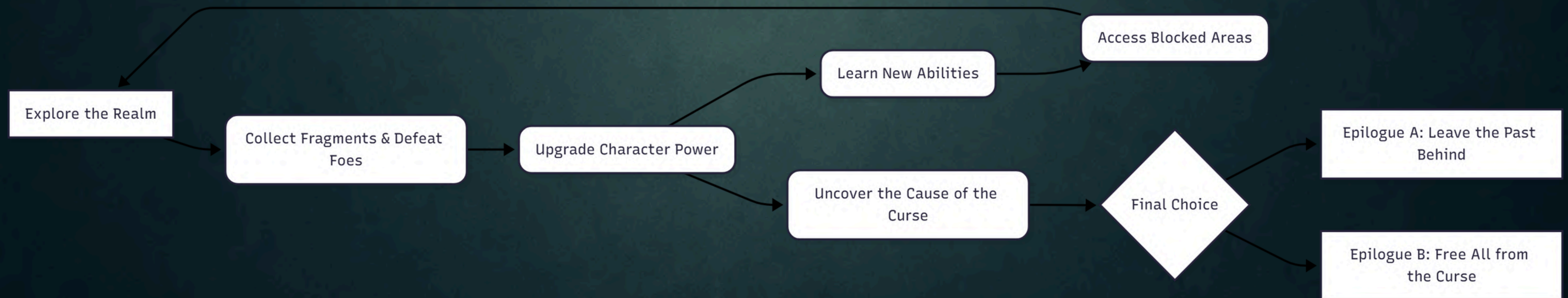
STORY

Fading Visage tells the story of a mysterious Slime who awakens in a silent forest, with no memories of who it once was. Guided by the voice of an ancient tree, it journeys toward a ruined city haunted by lost souls, searching for answers buried in the past.

Through battles, fragments of memory, and painful revelations, the Slime uncovers the truth — it was once a prince, saved by magic at the cost of his entire kingdom.

In the end, only one choice remains: reclaim a human life and abandon the cursed souls... or sacrifice itself to set them free.

GAME LOOP

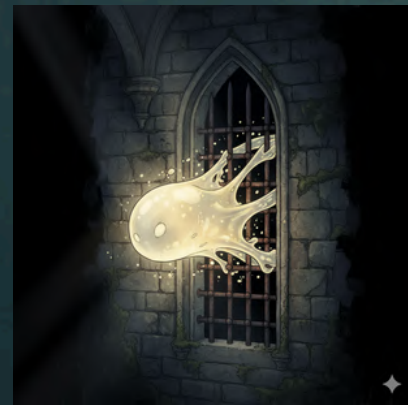


GAME PILLARS



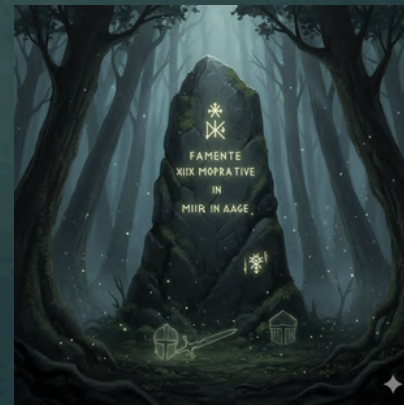
1. UNIQUE PROTAGONIST AND IDENTITY

The player embodies a creature fundamentally different from the norm. This unique identity drives the core narrative: the emotional search for a lost human past within a world designed for human scale, emphasizing the protagonist's vulnerability and peculiarity.



2. VISCERAL AND FLUID TRANSFORMATION MECHANICS

The game mechanics are developed specifically around the Slime's nature. The protagonist's physical form is the key to progression. Abilities like Liquefaction and Adhesion are not merely skills; they are transformative evolutions of the Slime's body.



3. FRAGMENTED NARRATIVE AND ACTIVE DISCOVERY

The deep, tragic lore of Aurorea is conveyed through a Fragmented Story that the player must actively piece together. The narrative is hidden in environmental details, cryptic NPC dialogue, and collected Memory Fragments.



4. DYNAMIC FINAL CHOICE AND MORAL RESONANCE

The narrative payoff culminates in a Dynamic Final Choice that carries significant weight. The player's journey leads to a complex moral dilemma—between personal gain and collective sacrifice. This choice provides two distinct and emotionally resonant endings, compelling players to consider the true cost of their actions and potentially encourage replayability.

KEY SELLING POINTS →



Souls-like Combat

Master challenging, deliberate 2D combat. Survival depends on the Slime's reactive dash and precision abilities against relentless foes.



Immersive Hand-Drawn Art

Experience a world brought to life with high-resolution hand-drawn 2D graphics and atmospheric lighting.



Non-Linear Shape-Shifting Exploration

Uncover a vast, interconnected Metroidvania world. Use the Slime's unique Liquefaction and Adhesion mechanics to bypass environmental obstacles and reveal hidden secrets.

COMPARABLE TITLES

Hollow Knight combat system

Ori and the Will of the Wisps platforming

**Fragmented Story and balancing like
Souls-likes games**





Essential Funding

400.000€

Team Costs

5 People Full Time for 24 Months

300.000€

Point of Parity

70.000 Units sold

Unit Price

12.50€, 14.50\$

Sales Forecast

200.000 Units sold in 2 Years

FINANCIAL PROJECTION

PRODUCTION TIMELINE

Pre-Production
5 Months



Production
14 Months



Polishing and Optimization
2 Months



Testing
2 Months



Launch
1 Month

