

# PROTROGUE // code name



METRIC EMPIRE

Single-Player

First Person Shooter

Roguelite

Level Shaping

Positive Tone

PC Steam & Consoles

\$29.99



## WHO WE ARE

Founders with more than **30 years of combined experience in director-level roles for AAA studios**, key contributors credited for more than 20 successful projects on acclaimed brands such as **Far Cry, Assassin's Creed & Prince of Persia**.

Passion-driven development team with strong teamwork values and **complementary skills covering most key metiers** of production.

Solid experience in coproduction and access to a **broad, professional network** of high-profile developers, consultants and contractors.

## OUR MISSION

Provide our players with lean, high-quality, empirically-designed games that feature innovative mechanics, ease of pick-up, tactility and replayability.

## OUR GAME

Set in a colorful vision of the 23rd century, **Protorogue is a single player FPS-Roguelite** in which you are a Ada, the last remaining Shaper of the city's Central AI, now caught in a conflict between Humans and Machines. Your goal is to **assault shapeshifting Arcologies and defeat the cunning Machine Overlords** that have taken control of them.

With your Shaper Gauntlet, you will fight the Overlords for the control of the Arcologies, **reshaping the very structure of the game's levels**, effortlessly manipulating the flow of your experience, opportunities and challenges right as you play.

At the core of the game is a **fast-paced mobile combat inspired by Doom 2016** and **Overwatch**, supported by **procedurally-assembled levels** and a **progression fusing the best of Dead Cells and Megaman X**, giving the game **long-lasting replayability** and a significant player agency at all levels.

Protorogue sets itself clearly apart from most titles in its segment through its **bright, colorful art direction, positive tone and upbeat electro-rock music**.

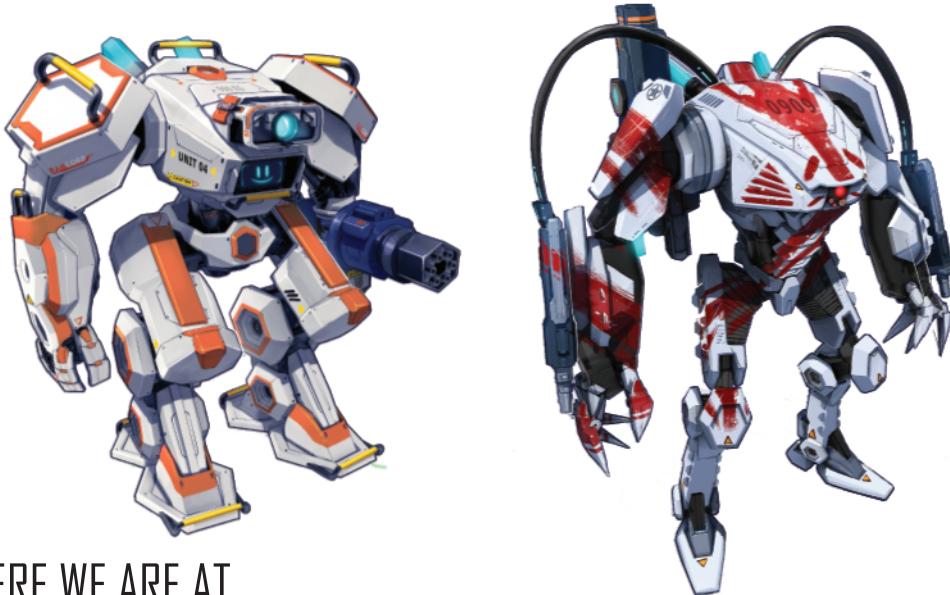


**THROUGH OUR MASTERY OF AAA QUALITY, WE WILL CONQUER THE EMERGING FPS-ROGUELITE NICHE**



## KEY SELLING POINTS

- ✓ **Level Shaping** - A full spectrum of unprecedented, live procedural level-manipulation skills
- ✓ **Rich World** - Several distinct biomes, each one with a unique flavor themed around its Overlord
- ✓ **Build your Playstyle** - Numerous unlockable weapons and skills with exotic, synergic attributes
- ✓ **Positive Tone** - A new kind of roguelite, colorful, vibrant and optimistic; celebration of learning
- ✓ **Fast-Pace Action** - Fast replay and loading times, minimum of story and scripted moments
- ✓ **Streamer Mode** - Become the Overlord. Manipulate the level in your favorite streamer's game.



## WHERE WE ARE AT

- ✓ The game is in Conception, about 20% through development. Estimated release Q4 2020.
- ✓ First pass completed on all core systems (Shooting, Abilities, Weapons, Stats Progression, Level Generation and Procedural Manipulation).
- ✓ First iteration of Soldier and Overlord Machines (Modeling, Animation & AI) is in progress.
- ✓ Level Art and Level Design working jointly on production of the game's first, benchmark biome.
- ✓ Usability playtests conducted every 6 weeks, informing several decisions in Design and helping maintain strong baseline UX.

