Game Pitch Document

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Title: Memorakra
Genre: Tactical Turn-Based RPG / Roguelite
Style: 3D/Top-Down, Dark Fantasy
Platform: PC (initial release)
Market: Players who enjoy emergent storytelling, strategic planning, and aren't afraid of learning from their mistakes.

Elevator Pitch:
In Memorakna, lead heroes through dark medieval battles, learning from past defeats to uncover secrets and survive deadly challenges.

Introduction

Memorakna is a dark medieval tactical turn-based RPG where the player leads a small band of heroes across hex-grid battlefields. The game combines tactical combat, emergent storytelling, and roguelite-inspired progression, where knowledge from past defeats persists in a living codex. Players must explore, experiment, and adapt to increasingly deadly challenges while uncovering the secrets of a corrupted world.

Background

Memorakna blends deep tactical combat with long-form strategic decision-making. The game draws inspiration from Darkest Dungeon and XCOM 2 for squad management, tension, and meaningful consequences, while Into the Breach informs its focused tactical encounters and light roguelite elements.

Combat occurs on hexagonal grids and uses an action point system inspired by classic tactical RPGs like Fallout. Hex grids provide more intuitive distance and positioning, while action points allow flexible decisions over movement, attacks, and abilities within a single turn, avoiding rigid "puzzle-like" and "move then act" structures.

While Memorakna includes roguelite ideas, they are not the core experience. Runs are long-form campaigns lasting many hours, where progress comes from planning, exploration, and adaptation rather than quick repetition.

Setting

Memorakna takes place in a dark medieval world consumed by corruption. Kingdoms have fallen, history is fractured, and the land is ruled by forces that twist flesh and memory. Beyond this decay lies a hidden refuge — an isolated sanctuary untouched by ruin, where knowledge is preserved even as lives are lost.

From this refuge, new commanders are appointed for each expedition, chosen not for greatness but for their willingness to face slaughter. The heroes who accompany them are survivors, outcasts, and wanderers drawn from the outskirts of theese corrupted lands, bound together by necessity rather than fate.

The world is divided into several regions, each ruled by a corrupted guardian, transformed from once-powerful figures. Each serves an unseen central force of corruption that cannot be confronted directly. To reach this source, commanders must defeat the guardians and recover fragments of lost knowledge recorded in the codex.

No commander endures indefinitely. Every expedition ends in death — whether through failure or the cost of defeating a corrupted ruler. Even in triumph, the commander's fate is sealed — only the codex endures. Through accumulated knowledge and understanding, each new commander advances the struggle, eventually revealing the path to free the world from ruin.

Features / Gameplay

Memorakna emphasizes deep tactical combat and strategic planning.

Hex-Grid Tactical Combat
Battles occur on hex grids, providing clear movement, positioning, and distance. Action points can be freely spent on movement, attacks, defenses, or abilities, enabling flexible decision-making over rigid turn structures.

Team Composition and Management
Each expedition begins with a commander and a small band of heroes, each with unique abilities and roles. Heroes are drawn from survivors, outcasts, and wanderers, creating unpredictable and varied team compositions. Heroes may die during expeditions, but new recruits can be found along the way, allowing players to replenish and adapt their roster. Additionally, heroes can be upgraded and taught new skills, giving players the ability to strengthen their team and tailor strategies to evolving challenges.

Codex Progression
The codex is the persistent core. Every expedition contributes knowledge on enemies, hidden paths, corrupted rulers, and arcane secrets. New commanders use this information to make informed decisions, fostering strategic growth across runs.

Emergent and Variable Gameplay
Each expedition is slightly different. Randomized encounters, branching exploration choices, and emergent events ensure replayability. Occasionally, traces of past expeditions appear, including captured or altered survivors, reinforcing the sense of a living, persistent world.

World Structure and Campaign Flow
The world is divided into corrupted regions, each with a powerful guardian. Defeating these rulers provides knowledge required to confront the central source of corruption — the ultimate final boss. Expeditions always end in the commander's death; the codex alone carries progress forward.

Genre

Tactical Turn-Based RPG / Roguelite elements
Memorakna is primarily a tactical turn-based RPG with squad management, hex-grid combat, and strategic decision-making. Roguelite-inspired variability — randomized encounters,

branching exploration, and codex progression — enriches replayability while preserving long-form, emergent campaigns.

Platform

PC (initial release)
Designed for PC, Memorakna's turn-based hex-grid combat and clear interface deliver strategic depth. The system is also well-suited for consoles and mobile platforms, allowing future adaptations.

Style

3.D Isometric Top-Down / Dark Fantasy
Tactical combat uses a 2.5D isometric perspective for clear, cinematic views of hex-grid battlefields. During decision-making, exploration, and codex interactions, the perspective shifts subtly for readability and immersion.

- Characters: Distinctive heroes and twisted corrupted enemies

- Environment: Gothic architecture, castles, cursed ruins, forests, swamps, undeground dungeons...

- UI / Codex: Magical book interface for tracking discoveries, enemy data, and progression

The dark medieval fantasy aesthetic reinforces the world's corruption, danger, and mystery across both combat and planning phases.