

Game Pitch Document

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Title: Ratcatcher

Genre: Souls-like

Style: 3D, Gothic, Realistic

Platform: PC, PS5, XBOX Series

Market: Souls-like fans, especially Bloorborne fans

Elevator Pitch: What if you combined Bloodborne and A Plague Tale with the Ratcatcher? You would get a masterpiece.

The Pitch

Introduction

Imagine a souls-like difficult combat with mechanics of controlling rats against your enemies - like A Plague Tale. Combine these with a great story inspired by the Ratcatcher novel and imagine the experience.

Background

I have read the Ratcatcher novel while preparing for my "Maturita" exam and just thought of the idea of a game set in middle-ages Europe with the great dark atmosphere of Bloodborne. Then I remembered that there already is a great series with rat-controlling mechanics - A Plague Tale. And then the ideas fused and it sounded amazing. I have had this idea in my head for quite a few years and it is my dream game to make.

Setting

The game would be mainly combat and exploration based with puzzles sprinkled through-out. The setting would be central Europe during the middle ages with a dark gritty atmosphere and some supernatural fantasy elements relating to the plague. The story would be set in the universe of the Ratcatcher novel where the Ratcatcher would travel to a kingdom he's never been in and would come into a clash with it's royalty who let their poorest people die of the plague while they live in luxury. The character himself would be dark and violent, but would have his own moral code. He would combat enemies using his rats and a variety of weapons. The story itself wouldn't be really interactive but there would be major environmental storytelling. The world itself would be semi-open, like the recent God of War games.

Gameplay

The combat of the game would be quick with side-step mechanic implemented with i-frames. The game would challenge player significantly but beating each section would be so satisfying that the player couldn't not come back. The exploration would invite the player with interesting side-stories, world-building and various gear being hidden behind puzzles. The puzzles and explorations themselves would utilize the rats' help. You could also increase the number of rats following you - similar to Kena: Bridge of Spirits.

Features

- Dark gothic souls-like experience.
- Detailed semi-open world with massive environmental storytelling.

- Quick combat with parry mechanics and rat-based abilities with hordes of rats.
- Puzzle-solving using your rats.
- Many side stories making for amazing world building
- Intense story with many twists

Genre

Third person souls-like set in an interconnected semi-open world. There would also mechanics utilising your rat-controlling abilities.

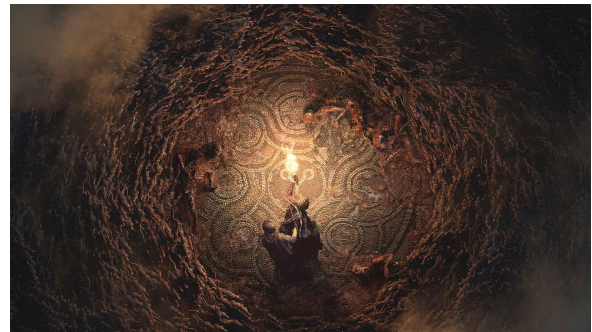
Platform

Mainly PC with current gen consoles - PS5 and Xbox Series. Developed in Unreal Engine 5. A last gen port would be also possible but probably delayed to ensure quality.

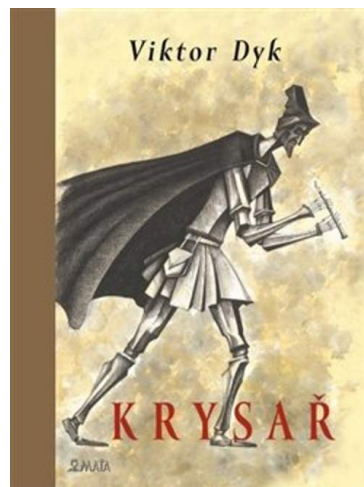
Style



(a) Bloodborne



(b) A Plague Tale



(c) Ratcatcher