

Y LI — SHADOWS OF THE WING

Investor Pitch Deck + Combat Systems GDD

Game Overview

Y LI: Shadows of the Wing is a cinematic AAA action-adventure inspired by God of War, Ghost of Tsushima, and Prince of Persia. Set in 6th-century South India with mythic Lemurian energy, the game follows Ruthra, the exiled prince who discovers his ancestral winged power and rises against Emperor Raya, empowered by the Sword of Pride.

Core Selling Points

- Winged Transformation Combat (Yaali Forms: Lion, Elephant, Horse)
- Mythic India meets Lemurian Cosmic Energy
- Emotional narrative with un-winnable prologue sequence
- Tsushima-style open combat + GoW cinematic boss fights
- Fear Manipulation System (enemies react to player's aura)

Campaign Structure (Levels 0 – 25)

Prologue: Death of Chezliya, Birth of Ruthra's Destiny

Mainplay: Rebellion, Tribe Alliance, Wing Awakening, Ritual, Final Battle

Business Potential

- Global audience appeal (mythic action genre)
- New IP with transmedia potential
- Scalable production using AI-assisted pipelines

Combat Systems GDD (Summary)

1. Core Combat Loop

- Light Attack Heavy Attack Wing Ability Finisher
- Fear Meter charges through aggression and timing
- Enemy Morale dynamically decreases with Yaali Form activation

2. Yaali Forms

Singha Yali (Lion): Fear of being hunted Focus Lock Target

Elephant Yali (Yanai): Fear of overwhelming force Guard Break + Stagger

Kudhirai Yali (Horse): Fear of unpredictability Dash, Afterimage Dodge

3. Wing Mechanics

- Partial Glide (Early Game)
- Aerial Combo Attacks (Mid Game)
- Full Winged Yaali Mode (Final Acts)

4. Enemy Types

- Ashram Elite Soldiers (Precision Parry)
- Imperial Whipmasters (Range Suppression)
- Lava-bound Guardians (Sword of Pride corruption)

5. Boss Design Philosophy

All bosses follow "Cinematic Phase Transitions," inspired by God of War: Phase 1 Mechanical Learn
Phase 2 Environmental Shift Phase 3 Supernatural Burst (Yaali or Sword Energy)

Final Battle: Ruthra vs Raya

- Aerial + Ground hybrid combat

- Flood environment reshaping arena
- Kshala rhythm mechanic stabilizes Ruthra ' s fear clarity

End State

Ruthra closes the 2000-year karmic loop, restoring cosmic balance.