

Y LI — SHADOWS OF THE WING

Vertical Slice Blueprint + Publisher Pitch



VERTICAL SLICE — GOAL

Deliver a polished 12 – 15 minute playable mission demonstrating:

- Core Combat (Ruthra + Kshala synergy)
- Stealth + Fear Manipulation
- Wing-Glide Movement

- Early Yaali Form Integration
- A Cinematic Mini-Boss Encounter

SLICE SETTING

Location: Border Forest Hidden Valley Imperial Outpost

Tone: God of War (cinematic tension) + Ghost of Tsushima (stealth & atmosphere)

PLAYABLE CHARACTERS

Ruthra: Stealth, rope-darts, short blades, glide bursts.

Kshala: Tribal melee fighter, rhythm-based fear control.

CORE SLICE OBJECTIVES

1. Infiltrate Imperial Outpost.
2. Rescue enslaved sculptors.
3. Demonstrate Yaali Fear Rhythm — enemies panic.
4. Mini-Boss Fight: Imperial Whipmaster.
5. Escape sequence using wing-glide mechanics.

COMBAT SYSTEM HIGHLIGHTS

- Dual-character synergy: Kshala baits, Ruthra executes.
- Fear Meter modifies enemy morale in real time.
- Perfect Dodge Shadow Strike (Ruthra).
- Rhythm Pulse Enemy Stagger (Kshala).

CINEMATIC MOMENTS

- Whipmaster introduction (slow-motion entrance).
- Ruthra's partial wing flare during finisher.
- Sculptors cheering as chains break.

SUCCESS CRITERIA

Show investors that the game loop is:

Cinematic
Marketable
Technically achievable
Unique within the action-adventure genre

PUBLISHER PITCH — ONE PAGER

Title: Y LI — Shadows of the Wing

Genre: Cinematic Action-Adventure (AAA AA Hybrid)

Setting: 6th Century South India + Lemurian Mythology

LOG LINE

An exiled prince awakens his ancestral winged power to end the tyranny of a corrupted emperor wielding Lemurian cosmic energy.

USP — UNIQUE SELLING POINTS

- Winged Combat Transformations
- Indian Mythic World Never Seen in AAA
- Rhythm-Based Fear Manipulation
- Dual-Protagonist Synergy (Ruthra + Kshala)

MARKET COMPARISON

Ghost of Tsushima × God of War × Prince of Persia (2024).

Target: 8 – 12M global sales potential.

TARGET PLATFORMS

PlayStation 5, PC, Xbox Series S/X, Cloud.

PRODUCTION SCOPE

Team: 35 – 50 developers

Timeline: 24 – 30 months

Budget Class: Mid-Range AA (\$3.5M – \$6M)

WHY THIS PROJECT WINS

- Fresh mythic world with blockbuster appeal.
- Strong character duo (Ruthra/Kshala).
- Combat loop demonstrates clear depth.
- Vertical Slice shows high-quality execution path.

INVESTMENT ASK

Funding Required: \$850K – \$1.2M for full vertical slice + first playable demo.

Use of Funds:

- Combat systems
- Character animation suite (wings, rhythm)
- Environment blockouts
- Mini-boss & cinematic pipeline

END NOTE

Y LI is designed for global appeal — a never-before-seen blend of South Indian mythology and modern cinematic gameplay.