

Dante's Descent

Premise: Dante's Descent is a RogueLike game where you have to fight hordes of enemies and bosses as you progress deeper into the hell imagined by Dante, in order to meet Lucifer and possibly bring an end to the eternal and sometimes unfair suffering of the many souls damned in this place, growing stronger after every attempt.

Player motivation: You (the Player) will need to keep trying to reach the bottom of hell and defeat the ultimate boss, Lucifer. As you try to do so you will die many times and when you do you will have to start from the beginning all over again. The player will get some upgrades between "runs", helping him reach the bottom on his next try. There will also be temporary upgrades that only last during the current run.

Unique Selling Proposition: Our game aims to differentiate itself from the competition mainly with its theme, Dante's depiction of the inferno is a very niche and interesting theme. The switching weapon mechanics and utilizing their abilities allows for engaging gameplay and skill expression.

Target market and Target rating: The game is PEGI 12, because there is depiction of violence towards fantasy characters, and is indicated to all those who like roguelike and challenging games.

Game genre and Target platform and HW requirements: Our game is an action, roguelike, third-person shooter made to be played with mouse and keyboard on Windows.

Competitive analysis: Our main competitors are: Risk of Rain 2, Hades, Have a Nice Death, Death's Door, Dead Cells.

Risk of Rain 2 is a 3D rogue-lite TPS with multiple characters, each with unique abilities. The player has to progress through multiple worlds by finding a portal and defeating a boss semi-hidden, the longer the player takes, the harder it gets.

Hades is an isometric rogue-lite game. Maps are randomly generated and the layout of each level is also randomized, gaining currency during each run to unlock permanent upgrades and weapons as the game gets harder the farther you go.

Have a Nice Death is a 2D rogue-lite where the player can combine and upgrade up to two weapons randomly found randomly during the run along with curses to create unique and powerful combos.

Comparative analysis: Dante's Descent combines many aspects of those games to create a unique experience, with core gameplay elements similar to "Risk of Rain 2",

being a 3D TPS with similar core elements, but with a weapon switching mechanic and spendable currency gained throughout the runs to upgrade the character to spice up the gameplay, similar to “Hades”. The weapon switching mechanic takes inspiration from “Have A Nice Death”, the player can wield up to two weapons each with abilities that incentivize regularly switching between them mid fight for more combat.

Goals: We want our players to feel rewarded for overcoming the challenges of the game after many tries and failures, feeling stronger and better each run. We also want to create fluid and engaging gameplay thanks to the weapon switching. As a RogueLike, replayability and progression is an important part of the experience.