FLOODED BURIALS

Key Features

A unique directional parrying system that gives the player more freedom in how they want to reflect attacks

Different weapons that you can switch back and forth between to impact the combat in unique ways, such as combining their attacks

Find upgrades and hidden sigils that let you access new abilities

Lower the sea level to uncover the secrets of an ancient tower

An enemies-to-lovers story between the protagonist and her rival - who you fight multiple times during the game

Fun and unique boss fights that utilizes the parrying system in different ways, such as with rhythm game elements

A ranking system that encourages replay, and unlocks access to difficult bonus stages

An atmospheric top down pixel art game with unique lighting

General Gameplay

A top-down action adventure game about exploring a tower submerged in the sea.

7 areas containing multiple levels where you have to face combat and platforming challenges, as well as unique boss fights.

Environmental puzzles where you among other things raise and lower the water level to progress.

Meet and talk to strange creatures and characters with an interactive dialogue system.

trailer link

Current traction

Started promoting mid February.

800+ Steam wishlists
https://store.steampowered.com/app/3045030/Flooded_Burials/

Nearly 1000 itch.io downloads https://emlise.itch.io/flooded-burials-demo

@FloodedBurials with 1000+ Twitter followers https://x.com/FloodedBurials

@faxdocc with 16.8k Twitter followers https://x.com/Faxdocc

@NostalgiaTree with 50k Twitter followers https://x.com/NostalgiaTree

A growing Discord community

Key Milestones

April 4th. 2025: Demo live on itch.io

July 1st. 2025: All members start full time development

November 1st. 2025: All level content mapped

January 1st. 2026: Game finished

April 17th. 2026: Game release

Marketing and Sales Strategy

Development Streams on Twitch

Posting on socials; Twitter, Bluesky, Instagram, YouTube, TikTok

Actively maintaining a Discord community

Team

Emma Louise (Emlise) Programmer

Developed *Rusted Moss*, as well as many other games.

Dani (NostalgiaTree) Artist and Animator

Has worked as a freelance pixelartist, has a bachelor in animation and digital art.

Simon (basilikuma) Writer, Marketing & Community Manager

Has a bachelor in animation and digital art. Has experience in game-writing.

Investment and funding

We would like additional assistance in:

- Marketing
- Localization
- Console Porting

We are in need of funding for full-time development.
Our team would need about 53 000 USD.

We will also need a budget for a musician, however we are not exactly sure how much this will be yet.