

Game Pitch Document

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Title: Echoes of Iris

Genre: Open-world RPG with MMO elements

Style: 3D

Platform: PC

Market: Broad audience, mainly teens (13+)

Elevator Pitch:

The Pitch

Introduction

Echoes of Iris is an open-world fantasy RPG with MMO-inspired features such as raids and dungeons. Players choose from five distinct classes and enhance their abilities with four elemental powers to create unique builds, exploring a vast open world filled with quests and challenges.

Background

The core idea for this game comes from combining successful systems found in several well-established titles. Its MMO elements, particularly raids and dungeons, are inspired by *World of Warcraft*. The class-specific resource systems draw from the *Diablo* series, where each class uses a unique resource for their skills. Skill trees, a key feature in both titles, also play a big part of *Echoes of Iris*.

The fantasy setting and open-world exploration are inspired by games such as *Genshin Impact*, where each time you travel to a new area, it feels like you enter a new game.

By combining these ideas, the game aims to create a unique experience for everyone, allowing all players to find something for themselves.

Setting

The game takes place on the planet Iris, a fantasy world filled with magical creatures, plants, and diverse cities shaped by ancient elemental forces. The game is narrative-based, following a central storyline while still allowing players the freedom to explore the world at their own pace. The story is interactive, featuring player choices that influence dialogue, character relationships, certain story outcomes, and even the player's skill tree.

The protagonist begins as an ordinary farmer whose powers awaken after a magical calamity. This event draws them into a growing global crisis, where they gradually learn the importance of their role in restoring balance to Iris. Through exploration and quests, the player interacts with the environment, uncovers secrets, and strengthens their abilities by aligning with one of the world's elemental powers.

Features

- **Class System**

- The game features five distinct classes: Mage, Rogue, Beast Tamer, Warrior, and Archer, each using a unique resource system inspired by the *Diablo* series.

- Advanced Skill Tree

- Each class has an intricate skill tree split into two branches: class-specific abilities and elemental abilities. With roughly 40-50 abilities in each tree, players have extensive freedom to build their characters.

- Customizable Abilities

- Every class ability can be enhanced with the player's chosen element (Fire, Water, Plant, or Electricity), transforming its visual effects, while preserving its core function. For example, a Mage's "Arcane Missile" fires a single arcane projectile, while its Electricity-enhanced version, "Thunderbolt", launches a single lightning bolt with the same basic behavior, but altering its effect and use.

- Intricate Elemental System

- Elemental abilities provide powerful bonuses but also introduce limitations, such as elemental immunities and resistances of enemies.

- Cooperative Strategies

- Friends can work together to complete dungeons and participate in raids. The elemental system promotes teamwork, as combining different elements creates unique reactions, such as Water and Electricity dealing additional damage when used together, similar to that of *Genshin Impact*.

- Immersive Gameplay

- The game emphasizes immersion through a living fantasy world filled with dynamic environments, lore-rich locations, and interactive systems. Players are encouraged to engage with the world through exploration, quests and environmental storytelling.

- Visual Effects

- Abilities use flashy and colorful visual effects to make combat exciting and satisfying, while still being designed to remain clear and comfortable for the player's eyes.

Genre

Echoes of Iris is an open-world action RPG with MMO elements. While it features a narrative-driven single-player experience, it incorporates MMO-inspired systems such as raids, dungeons, cooperative encounters, and class-based role specialization.

What makes the game different from others in the genre is the class and element customization system. Normal RPG progression is expanded with elemental upgrades, two different skill trees, and elemental reactions that work together. This allows the game to be played both as a story-focused single-player experience and as a cooperative game with other players.

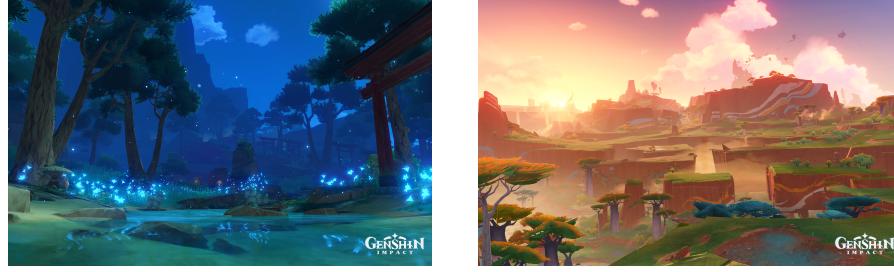
Platform

The game is currently planned for release on PC. Due to its intricate skill trees and large number of abilities, a keyboard-and-mouse setup allows for more precise input and easier access to multiple actions. This makes PC the most suitable core platform during initial development.

Console support may be considered at a later stage. However, this would require carefully designed controller layouts to ensure ease of use, player comfort, and accessibility, especially given the complexity of the game's ability systems.

Style

The visual style of the game focuses on variety and atmosphere. Each area is designed to have its own distinct style, culture, and color palette, similar to how different nations in *Genshin Impact* feel visually unique from one another. For example:



(a) Inazuma

(b) Natlan

Figure 1: In-game screenshots taken using the game's camera tool

The overall art direction is inspired by games such as Expedition 33 and Final Fantasy XVI, combining stylized characters with detailed environments and allowing ability visual effects to blend naturally into the world.



(a) Expedition 33

(b) Final Fantasy XVI

Figure 2: Screenshots from the game's Steam pages

Finally, a rough concept of the game's UI:

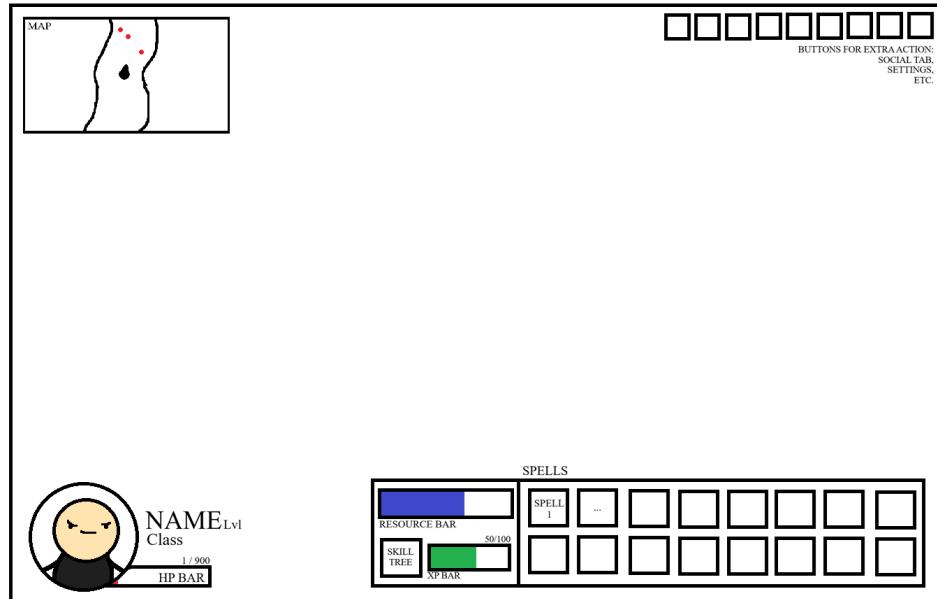


Figure 3: Drawn in MS Paint by Pavol Kubov