

# Game Pitch Document

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**Title:** Path of Whiskers

**Genre:** Challenging Platformer Metroidvania

**Style:** 2D, Gloomy Atmosphere, Cartoonish Art Style

**Platform:** PC

**Market:** Players who enjoy challenging gameplay, Metroidvania titles, dark medieval settings, and rats wielding swords.

**Elevator Pitch:** Embark on an adventure as Squeak, a young rat fighter, to rescue your brother, explore a mysterious world beyond your village, and maybe even peek into the human civilization.

## The Pitch

### Introduction

Path of Whiskers is a challenging Metroidvania platformer set in a dark, medieval-fantasy world seen through the eyes of a rat. Players explore different areas, encountering enemies, traps, puzzles, and rewards, surviving with the help of their combat and magic skills. The game combines an atmospheric setting with difficult combat, as well as the adventurous spirit of the young protagonist, looking for adventure as much as for answers.

### Background

The inspiration for Path of Whiskers stems from the dark but immersive atmosphere of Darkest Dungeon and Dark Souls, the exploration focused gameplay of Hollow Knight or the Ori games, as well as a general love for rats, swords and magic.

### Setting

The game takes place in a fantasy medieval world, but in the empire of rats. Main locations:

- Rat villages and cities: Settlements with size ranging from a few houses to prospering cities, filled with NPCs, shops and quests.
- Sewer Systems and Abandoned Ruins: Dangerous environments where one can encounter bats, worms, rival rats, but also environmental dangers.
- Human Society: A mysterious and confusing world of giants where rats must navigate for them almost an alien territory filled with potentially even more dangers than the underground locations.

### Features

- Combat and Progression:
  - Use a small sword, shield, and unlockable magic abilities.
  - No leveling system, progression relies on discovering abilities and gear, which then unlocks new locations.
  - Bossfights with unique abilities, ranging from slow close range enemies to weaker but agile enemies throwing weapons and spells alike. You might even encounter an unbeatable enemy many times your size, struggling just to survive long enough to escape.

- Puzzles:
  - Lever systems, block-moving challenges, and parkour puzzles.
- Replayability:
  - Choices in side quests alter their outcome and can change fates of NPCs.
  - Main story, while resulting in the same outcome, can have a mildly different route according to players' choices and abilities.
  - Exploration rewards completionists with optional abilities as well as achievements.

## Genre

Challenging Platformer Metroidvania. The game sets itself apart by playing in the rat society, but also by later visiting the human world, breaking player's vision of the purely fantasy world by showing modern world we are so used to, now shown from the perspective of an armed magical rat.

## Platform

- Initial Release: PC
- Future Potential Platforms: Currently no other planned platforms.

## Style

2D cartoonish art style with a gloomy medieval atmosphere. Everything will be drawn digitally, with dark colors, contrasting the brightness of spells and lighting of lived in locations.



(a) Squak concept art



(b) Environment example (no UI)



(c) Rough example of color palette contrast in lived in locations

## Notes

This game was not inspired by Tails of Iron, I only found out that the game exists today. If I knew about it, I would already be playing it. I do not think they have magic or visiting the human society in there though.