

Game Pitch Document

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Title: *[Eldritch Defender]*

Genre: *[Tower Defense, Roguelite]*

Style: *[3D, Dark, Top-down]*

Platform: *[Desktop, Mobile]*

Market: *[Teens, Adults]*

Elevator Pitch: *[Tower defense with a twist]*

The Pitch

Introduction

The game is about defending humanity from eldritch horrors in a classic tower defense style. The player selects from available levels ranging from easy to very difficult and starts with a simple weak loadout of powers and towers to defend and gradually unlocks new and more powerful means to defend from horrors beyond imagination.

Background

My favourite genres are rogue likes (Risk of Rain, Binding of Isaac) and tower defense games (Bloons TD6), so I thought "Why not try to combine them?" I'm also a big fan of cosmic horror so the game revolves around defending humanity from eldritch beings.

Setting

Humanity was mostly wiped out by a sudden invasion of otherworldly beings, the mere sight of which brings most people to complete insanity. The player takes control of the remaining bastions, where people managed to survive this long, desperately seeking ways to repel these horrors and rebuild humanity.

Features

Classic tower defense gameplay with buying towers to defend with, gradually gaining resources to improve them etc. where with each run the player unlocks new means to defend themselves based on certain conditions. Before each run a player chooses a basic loadout based on what they've unlocked so far and their strategy/preference. During the run random events occur which may give the player new towers/powers to help them on their journey. For extra depth and gameplay during defending may include secondary panic management options where the player tries to control the remaining population with rewards/detrimentals based on their choices.

These elements aim to make players want to keep returning to the game, trying out different strategies, loadouts in combination with the different maps and random events to see how far they can make it.

Platform

Main release platform desktop devices, aim to release on mobile as well.

Style

Game will use 3D models all shown from a top-down perspective (exhibit 1a). Dark and gritty, has to convey the struggle of humanity and how almost all of it against these unimaginable horrors is in vain. (exhibit 1b)



(a) Style Exhibit 1a. Bloons TD6

(b) Style Exhibit 1b. Path of Exile