**Game Pitch**

**High-Concept Storyboard**

The game is a 2D top-down crawler, in a fast-paced bullet-hell fantasy game where movement is key. Every step unveils new challenges and treasures, coupled with onslaughts of monsters you must defeat. Master an arsenal of unique weapons and abilities, strategically navigating the ever-changing dungeons.

**Core Experience**

The core experiences that our game invokes are challenge, exploration and fantasy.

The challenge comes from the scaling difficulty as the player progresses deeper into the dungeon. Monsters grow in strength, room designs become more complex and synergize with their enemies while traps and hazards appear to reinforce the fast-paced nature of play.

Exploration emerges from the randomly generated dungeon floors, where hidden passages and treasure can be found by exploring rooms or solving puzzles. Further delving into the dungeon and reaching deeper floors reveals new biomes, enemies and items, all which reward player experimentation.

The fantasy elements come to life through the game’s art style and floor theming. The enemies and npcs are drawn from mythical inspirations, all while maintaining whimsical and playful traits in their character design.

As players skillfully navigate through adversaries, dodging traps and evading waves of projectiles they’ll feel that rush of adrenaline that keeps them moving forward.

**Storyboards**

**Target Audience & Platform**

Mitch is a 20 year old PC gamer, he favours high-adrenaline action games that feature quick and easy bursts of dopamine. After a long day at uni, he likes to come home and play these stimulating games as leisure, and continue playing them over the weekend as well as when he’s free. He’s a big fan of games like Enter the Gungeon, Overwatch 2, and Spelunky 2.

The PC platform is what we aimed for our initial release and Itch.io is a great environment for indie games.

Grants us more time to focus on developing the game, instead of learning how to develop on an unfamiliar platform.

**Artstyle**

The art style follows a high-fantasy setting featuring medieval structures and dungeons coupled with magic and arcana theming. Enemy designs are both Mythos inspired and original concepts, retaining a cute chibi-like artstyle. Assets and environments are in a 2D context, using sprites with lower pixel resolution but high detail.

The aesthetics of the dungeons is constantly changing and evolving throughout the player’s gameplay, switching between wet, damp environments to warm & rustic, dark & cold, wild & hot.

**SCOPE**

* Different dungeon’s rooms layout
* A main character with basic movement
* one special skill (dive over the bullet)
* 3 different types of weapon (sword - bow - magic staff)
* A waiting room to return to after a run
* 1 close-ranged type of enemy
* 1 ranged type of enmey
* 1 boss after 2-3 levels

**Visionboard/Brainstorm**

* Movement tech, where players can pick 1 of the different movement options that they can use throughout the game.
  + Jumping over bullet
  + A dash
* Perk system - Player Perk - examples: +1 amour or +1 health point
* Randomised Dungeon layout on each level
  + One exist
  + Dead end rooms
* Death consequences - Lose weapon and item
* Class Selection / Class-based skill tree
* Fantasy-focused weapons systems - bow, staff, spear, sword
* Hell bullet / Fast space combat - where projectiles can cover the whole room
* Silly goofy, chibi art style
* Randomize weapons/items drops in the dungeon.
* A village/waiting room to come back to with trading stores, ...
* Possible trading goblin in dungeons (You can buy item/weapon)
* Maps
* Close-ranged enemies with spear/sword
* Ranged enemies with the bow.
* 4 different types of move-sets.
  + Every class has the same default attack.
  + Every class has 3 weapon types.
  + 2 attacks that unique to the weapons
* 2 classes.
* The direction your character facing is following your mouse.
* Primary and secondary weapons system
* Masteries for different types of weapons.