



# Through The Misty Gate

Group 6's Game Concept Pitch

# *Through the Misty Gate*

- Genre: Metroidvania, 2D Platformer
- Number of Players: 1
- Platform: PC

# The Main Idea

- The final boss is available to be fought from the start, but might prove too powerful for the unprepared player
- The player must explore the ruins in which they find themselves to become more powerful
- Mastering the slow-paced, strategic combat system will be key
- Puzzles and secrets are scattered throughout the game area



01

# Game's Core Setting

# Who is the player?

- The player starts as a young nobody, unprepared for the challenges ahead
- The player's character is looking for his long lost father

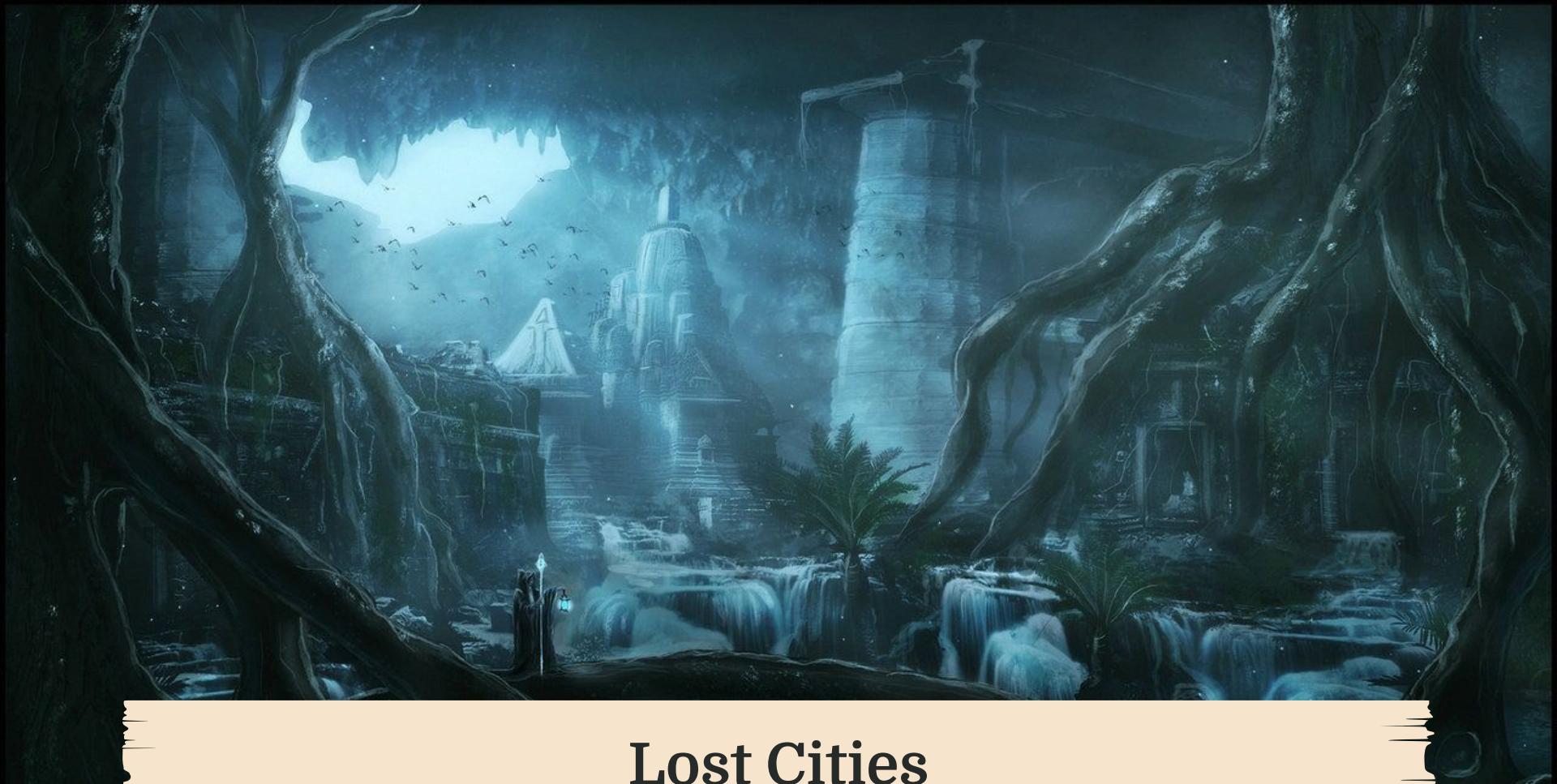


# The Environment

- The world is composed of several **biomes**
- The player explores **unpopulated** and **abandoned** areas, **beyond civilization**
- The feeling of the environment is **solitary, dark and dangerous**
- **Hidden lore** is scattered throughout the biomes, telling the story of the game in a natural way, with little to no dialogue or exposition



# Underground Ruins (Starting Area)



# Lost Cities



# Magma Caves



# Jungle Ruins



# Graveyard



# 02

## Player's Actions

# NOITA 1.0

## CRAZY SPELL SYNERGIES



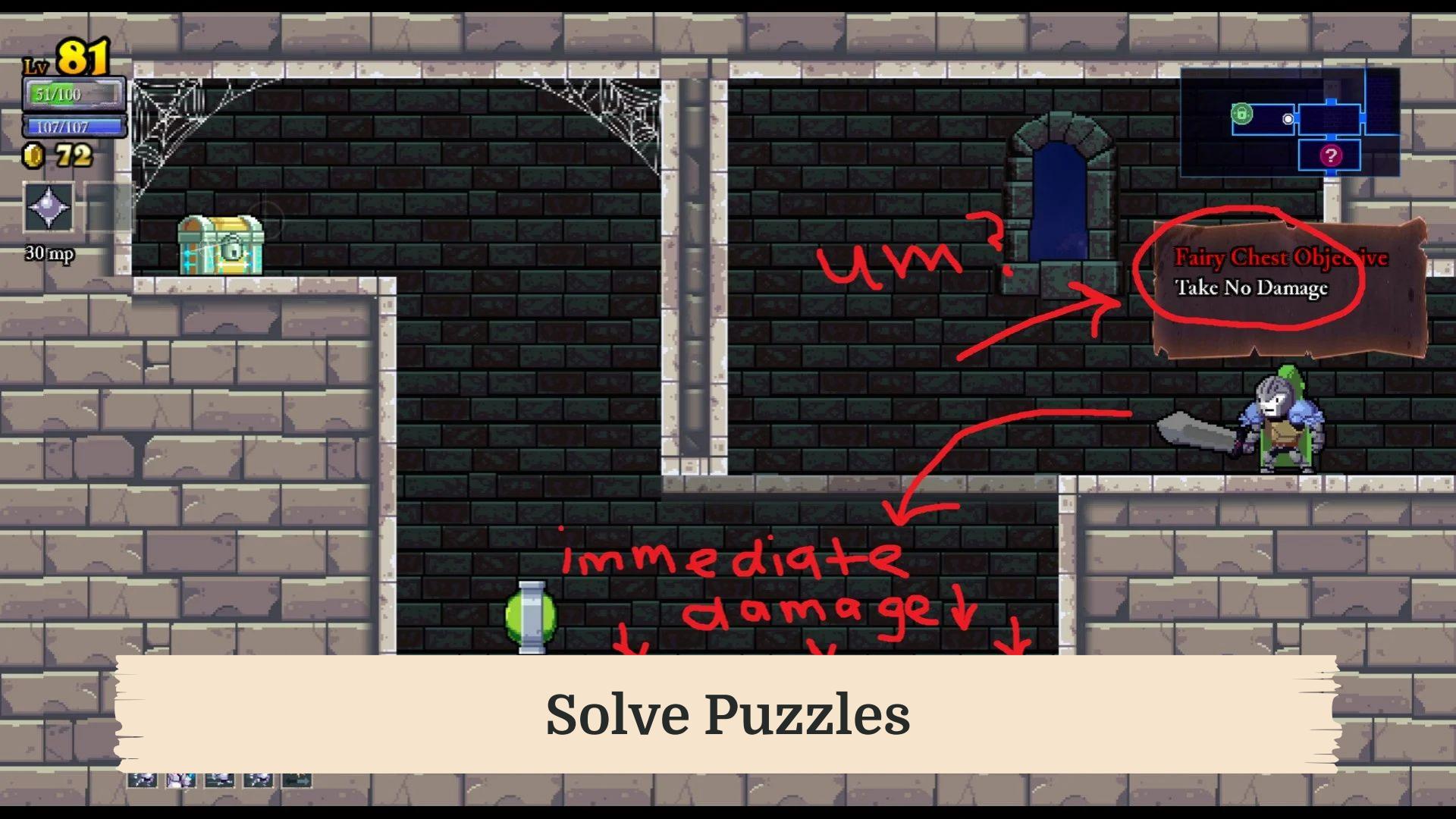
Cast Spells



# Explore the Map



# Fight Bosses



# Solve Puzzles

# 03

# Player's Motivation

Personality and Gaming Motivations

# Action

- Tough and diverse enemies
- Exciting boss fights
- Powerful weapons and spells to use against your foes

# Achievement

- Powerful, impactful equipment to find
- Power-up your character
- Discover secrets and hidden areas

# Mastery

- Strategic, slow-paced combat
- Multiple ways to approach each fight
- Interesting puzzles to find and solve

# Immersion

- Immerse yourself in the rich environment
- Discover the lore behind your adventure



# 04

# Visualisation

The image is a promotional screenshot for the video game Hollow Knight. On the left side, the main character, a knight with a white skull mask and blue hair, stands on a rocky ledge. He is facing right, looking towards the horizon. The background is a vast, dark blue landscape with glowing blue heart-shaped particles falling from the sky. On the right side, the title "HOLLOW KNIGHT" is displayed in large, white, serif capital letters. The word "HOLLOW" is on the first line and "KNIGHT" is on the second line. Both words are flanked by decorative scrollwork. Below the title is a smaller, ornate decorative element consisting of a central oval surrounded by swirling patterns.

# HOLLOW KNIGHT

# The Aesthetic

- Dark, cool-tones, underground, 2D art style



# Mona

142 MB DOWNLOAD

# The Style

- Pixel art style, spell visual effects



# ROGUE LEGACY



# Level Design

- Platform design, room size



A pixelated title screen for the game Terraria. The word "Terraria" is written in a stylized, blocky font where each letter is composed of a green tree trunk and foliage. The letters are filled with a brown, rocky texture. The background features a lush green landscape with various trees, a waterfall, and a small white rabbit. In the foreground, there's a dirt path and some gold coins scattered on the ground.

# Terraria

# UI Design

- Inventory design
- Item icons
- Health bars





# 05

## Value of the Concept

# *Why Through the Misty Gate?*

- Strategic, slow-paced combat
- Multiple ways to approach each fight
- Interesting puzzles to find and solve
- Innovative combat system
- Interesting lore to uncover
- Many character options to try out

# Summary

- The game will be played in ruins with several biomes, with diverse mini-bosses and a final boss
- The player will be able to cast spells, defeat the bosses and explore the world
- Fun combat system and mysterious lore to uncover will keep the player immersed
- 2D platformer, similar to Terraria, with a dark mystery theme, like Hollow Knight, with elements from the likes of Noita
- Different combat system, dark vibe of the world, rewarding victories after defeating the bosses