

Game Pitch Document

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Title: Soulblade

Genre: Hack and Slash

Style: 3D, Semi-Realistic, Dark Fantasy

Platform: PC

Market: Players aged 16–35 who enjoy fast-paced hack-and-slash combat and dark fantasy settings.

Elevator Pitch: A dark fantasy hack-and-slash where players wield an oversized sword, using momentum-based throws and telekinetic recall, while risking self-harm from its raw power.

The Pitch

Introduction

Play as an average looking guy soulbound to an oversized sword. Normal swings are weak - the combat revolves around throwing, recalling with telekinesis, dodging and catching the sword to build up momentum, with the sword's orientation determining effects, from slicing blows to stunning impacts, while risking being struck by it.

Background

The telekinesis is inspired by the Force from Star Wars, while the oversized blade comes from the manga Berserk—Guts' iconic sword. The game's core mechanics take inspiration from Exanima, where combat is fully procedurally simulated. The world draws from the dark dungeons of Fear and Hunger and the eerie wilderness of Darkwood.

Setting

The game takes place in a grim, medieval dark fantasy world. The protagonist is a young man who has lost everything and now only has the soulbound sword he has carried since birth. Players explore haunted forests, abandoned villages, and cursed ruins, using the sword's unique abilities to survive. The story is lightly narrative-driven, with environmental storytelling, occasional dialogue and interactions with NPCs.

Features

- Unique momentum-based sword combat with risk/reward mechanics.
- Oversized, telekinetic sword acts as both weapon and hazard.
- Dark fantasy world with atmospheric environments and exploration.
- Light narrative with environmental storytelling.
- Builds on hack-and-slash tradition while introducing physics-driven gameplay.

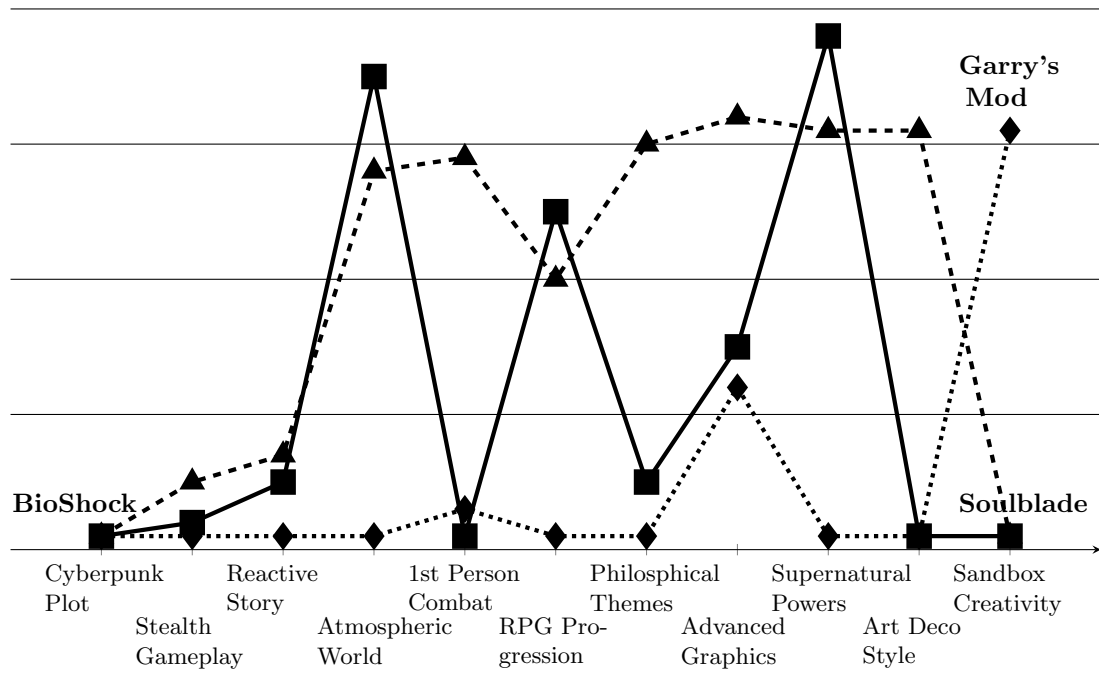


Figure 1: Value graph for *Soulblade*, *BioShock*, and *Garry's Mod*.

Genre

Top-down 3D hack-and-slash with procedural physics-based combat in a dark fantasy setting. Unlike typical hack-and-slash games, *Soul Blade* emphasizes momentum and unique attacks that depend on the environment, the player's position, and the sword's orientation.

Platform

The primary platform for *Soul Blade* is PC, targeting the largest potential player base. In the future, versions for consoles may be developed to reach a wider audience.

Style



(a) Style Exhibit 1a.



(b) Style Exhibit 1b.



(c) Style Exhibit 1c.