

# Game Pitch Document

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**Title:** Infernal Ascent

**Genre:** 2D Action Platformer with Roguelike Elements

**Style:** 2D Pixel-Art, Dark Fantasy Aesthetic

**Platform:** PC and Nintendo Switch

**Market:** Fans of challenging platformers, PEGI 12, Indie game enthusiasts

**Elevator Pitch:** A fast-paced platformer where players climb a procedurally generated tower of hell, mastering traps and enemies in a race for redemption.

## The Pitch

Infernal Ascent is a challenging 2D platformer where players must ascend the "Infernal Spire," a procedurally generated tower filled with shifting traps, demonic foes, and secrets. Combining fast-paced gameplay with roguelike mechanics, no two climbs are ever the same. Master fluid movement, unlock new powers, and survive intense challenges on your way to the top.

## Introduction

Infernal Ascent is a game for fans of fast, skill-based platforming combined with the unpredictability of roguelike design. Players race against a rising tide of "Hellfire," forcing split-second decisions as they jump, dash, and fight their way through procedurally generated levels. Think \*Dead Cells\* meets \*Celeste\*, with a touch of infernal chaos.

## Background

The inspiration for Infernal Ascent comes from classic and challenging platformers like \*Celeste\*, \*Hollow Knight\*, and \*Dead Cells\*. The idea was born from combining these games' precise controls and high difficulty with the unpredictable elements of procedurally generated roguelikes, creating a fresh experience that keeps players coming back for "just one more run."

## Setting

The game takes place in the Infernal Spire, a tower that pierces through the underworld. Players control a cursed soul condemned to eternal torment but given the chance to ascend the tower for redemption. Along the way, they encounter demonic guardians, shifting rooms, and ancient relics that hint at a larger, mysterious lore.

Example dialogue choices during cutscene: - Demonic Voice: "Do you think you are worthy of the top?" - Choice 1: "I will prove it with each step!" - Choice 2: "No, but I won't stop until I find out!"

## Features

- **Procedurally Generated Levels:** Every run is different, filled with new traps, pathways, and enemies.
- **High-Precision Controls:** Jump, dash, and wall-slide your way to victory with tight, responsive mechanics.
- **Progressive Unlocks:** Earn new abilities and character skins as you complete objectives within the Spire.

- **Dynamic Difficulty:** As players ascend higher, the traps, enemies, and speed of the rising Hellfire intensify.

## Genre

Infernal Ascent is a 2D action platformer with strong roguelike elements. It stands out by blending skill-heavy platforming mechanics with procedural generation, offering high replayability and a unique challenge every run.

## Platform

The game will initially launch on PC and Nintendo Switch, targeting fans of indie platformers. Depending on its success, ports to PlayStation and Xbox will follow.

## Style

The game will feature a pixel-art style with detailed animations and a dark fantasy aesthetic. It will use a deep red-and-black color palette to enhance the "hellish" atmosphere while keeping traps and enemies visually distinct. Simpler backgrounds will make the fast-paced gameplay easier to read.

## Conclusion

Infernal Ascent aims to deliver a thrilling combination of skill-based platforming and roguelike unpredictability. With its intense challenge, replayability, and dark fantasy appeal, this game offers endless hours of entertainment for fans of the genre.



A scene capturing the atmosphere of the game Celeste.



A scene capturing the fast-paced action and dark atmosphere of the game Dead Cells.