

Game Pitch Document

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Title: *[Gloom]*

Genre: *[Rogue-lite action]*

Style: *[Hand-drawn 2D dark fantasy]*

Platform: *[PC (initial), consoles and mobile (potentially)]*

Market: *[Players who enjoy atmospheric rogue-lite dungeon crawlers]*

Elevator Pitch: *[Explore shifting dungeons to gather resources and tarot shards, restoring a dying village and uncovering its hidden lore.]*

The Pitch

Introduction

Gloom revolves around exploring shifting dungeons to recover relics and tarot shards. Upon returning to the village, these resources are used to restore buildings, advance NPC questlines, and unlock new gear and abilities, gradually pushing back the Gloom's influence and uncovering the world's hidden history.

Background

The core idea behind Gloom came from games built around the cycle of entering dungeons and returning with resources and upgrading the village to unlock new mechanics, like Moonlighter. I wanted to shape that loop into a melancholic, somber world inspired by Darkest Dungeon, then weave tarot symbolism into it to give the game a distinct identity.

Setting

The village of Gloom stands above a network of aging underground structures once essential to its survival. Over time, neglect and decay have allowed a subtle but pervasive influence to spread through the land, dimming light, unsettling the depths, and driving creatures into hostility. The villagers refer to this presence simply as the Gloom, though its nature remains unclear.

The settlement no longer has the means to maintain what lies beneath it. The player takes the role of a Wanderer who arrives from beyond the region and is able to descend where others cannot. By retrieving relics, fragments, and tarot records from the ruins below, the Wanderer helps stabilize the underground and slowly restore the village above. As the settlement recovers, the Gloom recedes, revealing deeper structures and the truth behind the influence itself.

Features

Dungeons

Each expedition takes the player into procedurally generated underground areas composed of multiple levels and distinct biomes. These spaces shift between runs, presenting different layouts, enemy encounters, and environmental challenges, encouraging replayability and adaptation. As the village is restored and the Gloom recedes, new dungeon layers and biomes become accessible.

Village

The village serves as the central hub and primary progression anchor. Resources recovered from dungeon expeditions are used to restore buildings, unlock services, and advance NPC storylines. Restoration is persistent and visually reflected in the village’s appearance. An overall Hope value represents the settlement’s recovery, influencing atmosphere, available upgrades, and access to new content.

Tarot system

Progression in Gloam is structured around tarot symbolism, tying together gameplay systems and character stories. Major Arcana cards are unlocked by collecting several tarot shards found during dungeon exploration, granting permanent upgrades and unlocking new mechanics.

Each major village NPC is associated with a Major Arcana card that reflects their role and personal questline. The player character for example, a Wanderer, represents The Fool, symbolizing beginnings and open ended progression. Completing NPC quests awards Minor Arcana cards, unique rewards, and increases village hope, tying personal stories directly into long-term progression.

Minor Arcana cards form a fragmented record of the world’s history, gradually revealing the lore behind the village, the underground structures, and the nature of the Gloam. Lore is discovered through interpretation rather than exposition, allowing players to piece together the narrative over multiple runs.

Genre

Gloam is an isometric view rogue-lite action game with elements of dungeon crawling and light narrative progression. It combines procedurally generated combat-focused exploration with persistent meta-progression through village restoration, NPC questlines, and a tarot based progression system.

Platform

Gloam is planned for an initial release on PC. The game is designed with scalable controls and performance in mind, allowing for potential future releases on consoles and mobile platforms.

Style

The visual atmosphere of Gloam draws inspiration from Darkest Dungeon, particularly in its oppressive environments, decaying village architecture, and somber tone. The drawing style itself is closer to Disco Elysium, favoring sharp, hand-drawn 2D illustrations with expressive linework and painterly textures.

Characters and environments are defined by strong silhouettes, rough textures, and heavy use of shadow. Areas are often partially obscured, leaving details implied rather than fully visible. Tarot imagery appears in character designs, UI elements, and environmental details, grounding the game’s themes through visual symbolism.



(a) Darkest Dungeon village reference



(b) Disco Elysium style reference