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MAIN

ANNEXES

A **JRPG** with **ROGUELITE ELEMENTS** in a **DIESELPUNK WORLD**

GENRE

Roguelite
JRPG

PLAYERS

Solo

TARGET

Core
16 years and more

CAMERA

Fixed

PLATFORMS

PC
Console

BUSINESS MODEL

Premium
with DLC

BRAIN BLAST

BURNING HANDS   PUMP UP

MANY KNIVES

GUARD   RB

Ability

RB
Guard

Return

1ST GEAR

S   A
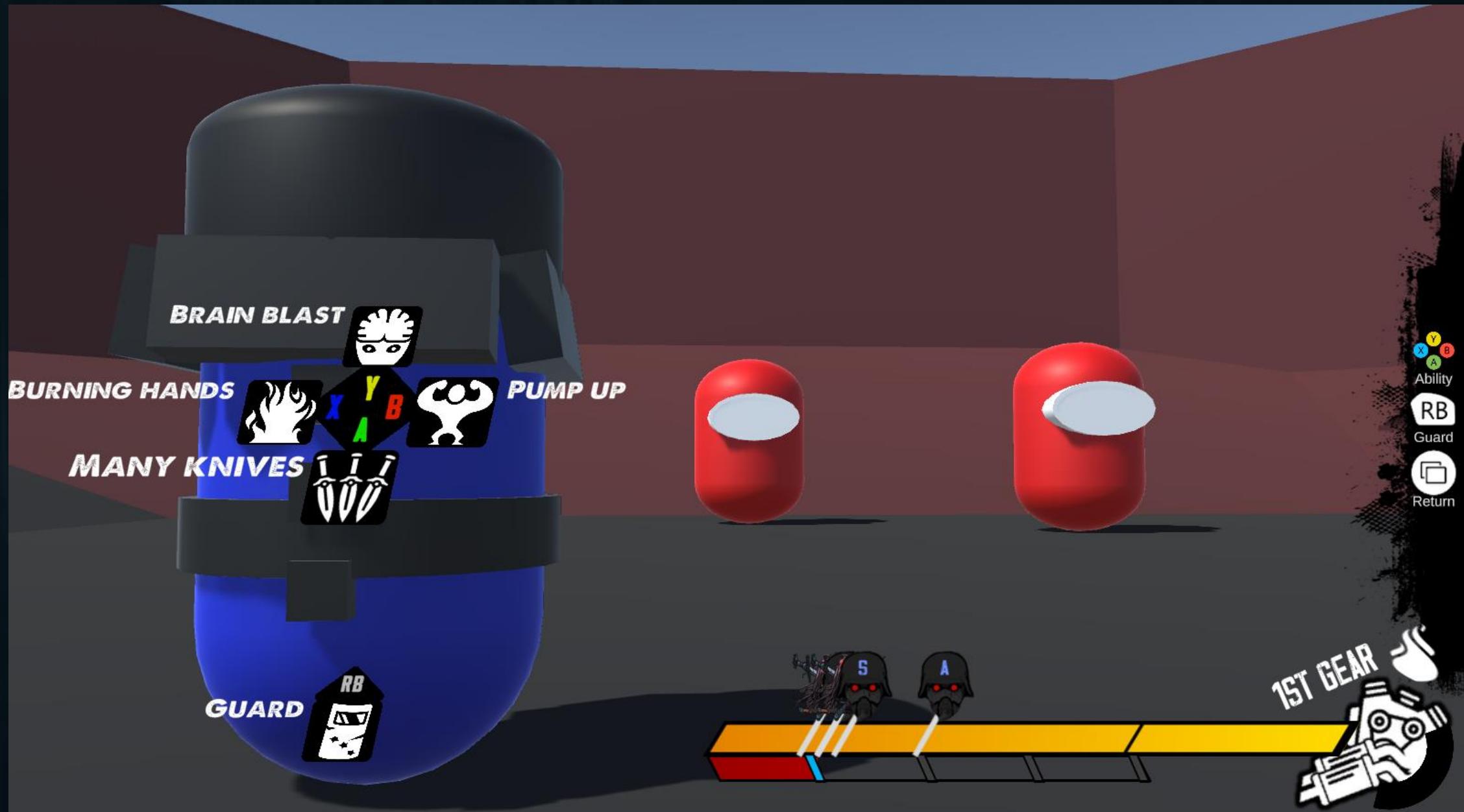
GUI MOCKUP ACTION SELECT
GREED - Publisher presentation - Barthélémi Rapeaux - 18/11/2024

CORE GAMELOOP
OVERVIEW

REMEMBER

CHOOSE PATH

FIGHT

OUTGAME

INGAME

UPGRADE

RECRUIT

DIE

MANAGE

RESEARCH
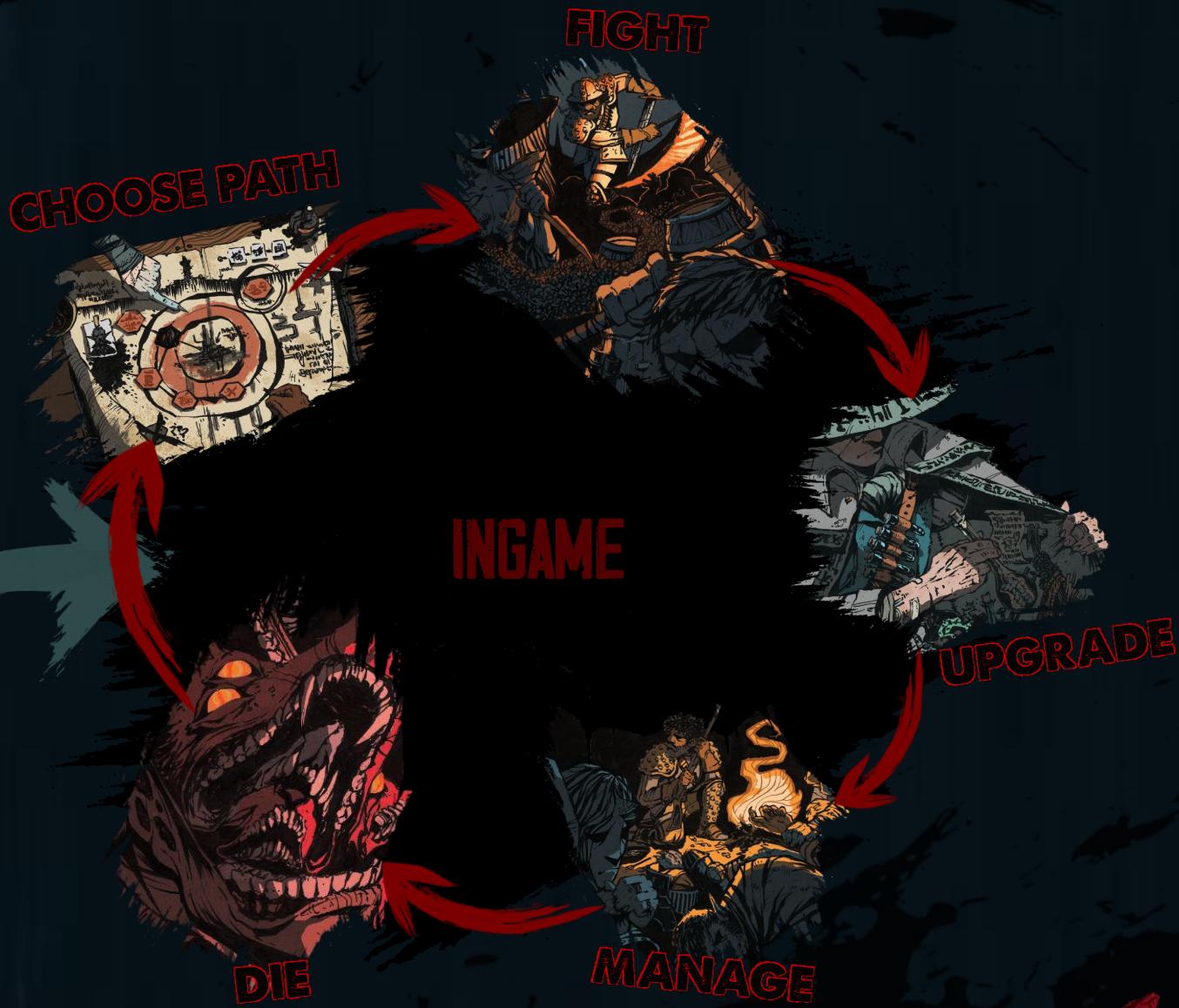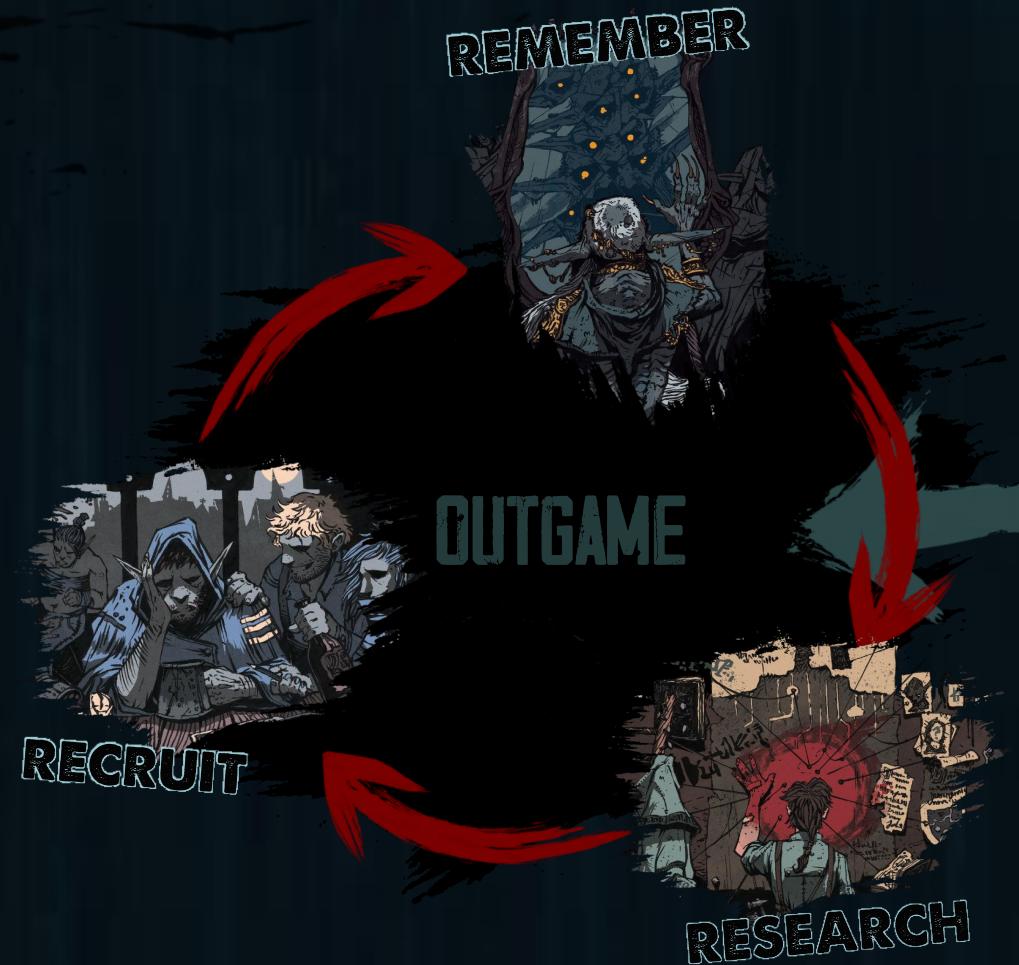
Ember Knights (*Doom Turtle, 2022*)

Use **Fractal Dreams**, found during your journeys, to **unlock memories** for the different mercenaries. Doing so grants them **additional abilities** that you may choose from when **Recruiting** and **Managing**.

The more a mercenary remembers, the more their **unique side quest** develops, allowing you to **complete various optional objectives** to further mend their memory.

RESEARCH
CORE GAME LOOP

Darkest Dungeon (*Red Hook Studios, 2015*)

By **collecting curios** on your way to the next abandoned engine, you acquire the resources necessary to **research new structures and technology** at the factory – although you **must come back in one piece** to recuperate your spoils.

New structures **unlock new recruits**, and technologies give **permanent advantages** that can affect drop rates for scrap, increasing scouting chances among other utilities.

Darkest Dungeon 2 (Red Hook Studios, 2021)

Once a character is unlocked via research, they **remain permanently acquirable** during recruitment. However, only a **finite number of mercenaries** can carry out an expedition at once – **choose** among those you have and **strategize**.

Additionally, at the start of each run, all mercenaries will have access to a powerful **Corruption Ability** that **alters them in unique ways**. This changes every run, so it can be interesting to see what **new strategies** are opened up thanks to these random abilities.

CHOOSE PATH
CORE GAME LOOP

Curse of the Dead Gods (*Passtech games, 2020*)

Before delving into the deep trenches of the world, you must **choose a biome** among those available, which will lead you through **different areas**, each with their own **particular kinds of enemies** and **hazards**. With each delve, the biomes that are accessible will change.

Within the biomes are **different paths** that lead to specific points, each with **specific rewards** – **choosing** a path will **block out others**, so choose carefully to get what you need.

FIGHT
CORE GAME LOOP

Metaphor: ReFantazio (*Atlus, 2024*)

Customize what abilities your mercenaries have access to during **recruitment** and **management**, in order to **fit your strategy**.

Position your mercenaries carefully to take advantage of defenses and their abilities. **Gather boiling blood** to **rev up their engines** and make them **act faster** and **stronger**.

Analyze your enemies, and take note of their **weaknesses** to **defeat them** with **minimal resistance**.

Hades (*Supergiant games, 2018*)

At the end of each area is a **reward**, that can be used to **empower** one or more of your **mercenaries**, **preparing** for the **greater dangers** that lie further.

Upon **dying** or **returning to the factory**, these **advantages** are **lost**, needing to be recuperated once more to become stronger.

Darkest Dungeon 2 (*Red Hook Studios, 2021*)

At the end of each biome is an **abandoned engine** that pushes back the dangers of the world around the mercenaries. Use this respite to **recuperate lost health**, **change** the mercenaries' **abilities**, and apply path-long boosts to certain mercenaries to **delve further for greater rewards**.

Or choose to **return to the factory** with your spoils, using them for **research**.

Rogue Legacy 2 (*Cellar Door Games, 2020*)

In death, your party is consumed entirely and spat out back in time, losing precious resources one may have acquired over the course of the run.

If the party returns to the factory, all resources are kept, but a new expedition must be sent from the start.

Either way, mercenaries acquire new Corruption Abilities, leading to new strategic decisions to make.

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Recruit and **lead** a team of **mercenaries** to gather **eldritch scrap** in a **hostile world.**

Strategize and **risk life and limb** confronting **otherworldly horrors** to **snatch victory.**

Complete and **build your factory** to **find new mercenaries, train** new abilities, and attempt to **destroy** the Maw of the Void.

AUDIO
MUSIC
Dark **synthwave** *(Warhammer 40k: Mechanicus)*
Aggressive synth *(DOOM, Keygen Church)*
Orchestral joined with **metal** *(Hades, Death's Door)*

SFX
Drippy, fleshy, gooey *(Scorn, Existenz)*
Engines **humming** and **blaring** *(Heavy machinery, Formula 1)*

VISUAL

Dark, gritty **comic book** *(Hellboy, Heart: The City Beneath)*
Brutal machinery mixed with body *(Dieselpunk, H.R Giger)*
Eldritch body horror *(H.P Lovecraft, The Thing)*

GET RICH,
AND
DIE TRYING.

FIGHT FOR SCRAP

STRATEGIZE
TO OVERCOME THE MONSTERS

POSITION
TO PROTECT AND ASSAULT

DESTROY THEM
WITH POWERFUL ATTACKS

REV UP YOUR ENGINES
WITH BOILING BLOOD

CYCLICAL HELL

SCROUNGE MORE SCRAP
THE DEEPER YOU GO

DEATH IS A STEPPING STONE
TO MERCENARY MEMORIES

UPGRADE YOUR FACTORY
WITH HARD-EARNED SCRAP

STEP FORTH TO DIE AGAIN
ON A NEW DANGEROUS PATH

BLEEDING HEART OF THE WORLD

CHOOSE THE PATH TO TREAD
TO THE NEXT ENGINE

DISCOVER A MALIGNANT WORLD
WITH EACH STEP TO THE ABYSS

JOURNEY TO THE MAW
THE SOURCE OF ALL CORRUPTION

GAME

GAME	DEVELOPER	PUBLISHER	RELEASE	WHY?
Metaphor: ReFantazio	Atlus	SEGA	2024	Ability choice and combat
Atelier Ryza 3	Gust	Koei Tecmo Games	2023	Use or invest battle resources
Baldur's Gate 3	Larian studios	Larian studios	2023	Character sheet
Elden Ring	FromSoftware	Bandai Namco	2022	Health and poise
Ember Knights	Doom Turtle	Twin Sails Interac.	2022	Ember tree
Darkest Dungeon 2	Red Hook Studios	Red Hook Studios	2021	Main roguelite ref, Frontline/Backline
Blue Reflection: Second Light	Gust	Koei Tecmo Games	2021	Active Time Battle system
Shin Megami Tensei V	Atlus	Atlus	2021	Battle rewards
Ultrakill	Heaven Pierce Her	New Blood Interac.	2020	Resource acquisition on damage
Doom Eternal	Id Software	Bethesda	2020	Overkill damage rewards
Rogue Legacy 2	Cellar Door Games	Cellar Door Games	2020	Character alteration on death
Curse of the Dead Gods	Passtech Games	PulluP Entertainment	2020	Pathways and map
Devil May Cry 5	Capcom	Capcom	2019	Nero exceed
Warhammer 40: Mechanicus	Bulwark Studios	Kasedo Games	2018	Enemy analysis and music
Hades	Supergiant games	Supergiant games	2018	Room rewards
Dragon Quest XI S	Armor project	Nintendo	2017	Guarding
Darkest Dungeon	Red Hook Studios	Red Hook Studios	2015	Biome-based curios and battle engage
Resonance of Fate	Tri-Ace	SEGA	2010	Hero bezels and scratch damage
Ogre Battle: MotBQ	Quest	Quest	1993	Frontline/Backline

RETRO

OTHER MEDIA

Heart: The City Beneath
Grant Howitt and Christopher Taylor	Rowan, Rook and Decard	2020

Delve mechanic and eldritch aesthetic

Blades in the Dark
John Harper	Evil Hat Productions	2017

Group of mercenaries and heists

Jin-Roh: The Wolf Brigade
Hiroyuki Okiura	Bandai Visual	1999

Dieselpunk aesthetics

Gunnm
Yukito Kishiro	Shueisha	1990

H.R Giger-inspired urban environments

Alien
Ridley Scott	20th Century Fox	1979

H.R Giger-inspired creations and environments

REFERENCES

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ANNEXES

PERMADEATH

XCOM: Enemy Unknown (*Firaxis Games, 2012*)

LEVEL-BASED PROGRESSION

Final Fantasy 9 (*Square Enix, 2000*)

RELATIONSHIPS

Darkest Dungeon 2 (*Red Hook Studios, 2021*)

OVERWORLD EXPLORATION
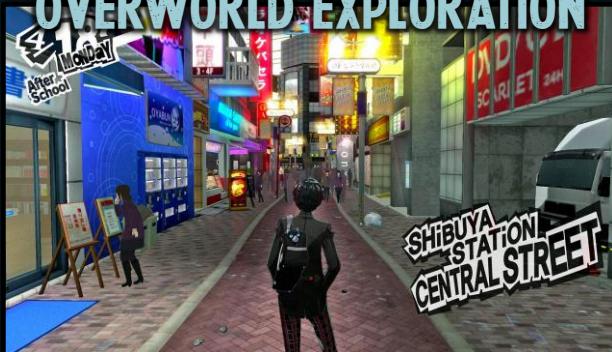
Persona 5 (*Atlus, 2016*)

EQUIPMENT

Fire Emblem: Three Houses (*Intelligent Systems, 2019*)

PUZZLES

Xenosaga 2 (*Monolith Soft, 2005*)

CREDITS
ANNEXES

Artwork made by **Felix Miall**.

Red skull asset from **Darkest Dungeon**.

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