IT Burrows

Team Pitch Presentation

Table of Content

The Presentation Includes

- Design Philosophy
- Narrative
- Objective
- Gameplay
- Art Direction, Mood Board and References
- Level Flowchart

Design Philosophy

◦ The main goal is to create a challenging experience for the player that is tough but at the same time super addictive to them.

◦ Design the experience where it grants total freedom to player that also allows them to choose their own style of playthrough and gives a sandbox feel to the game.

◦ Create an experience that doesn't feel the same each time the player spawns into the level, and allows them to experiment and try new things.

Narrative
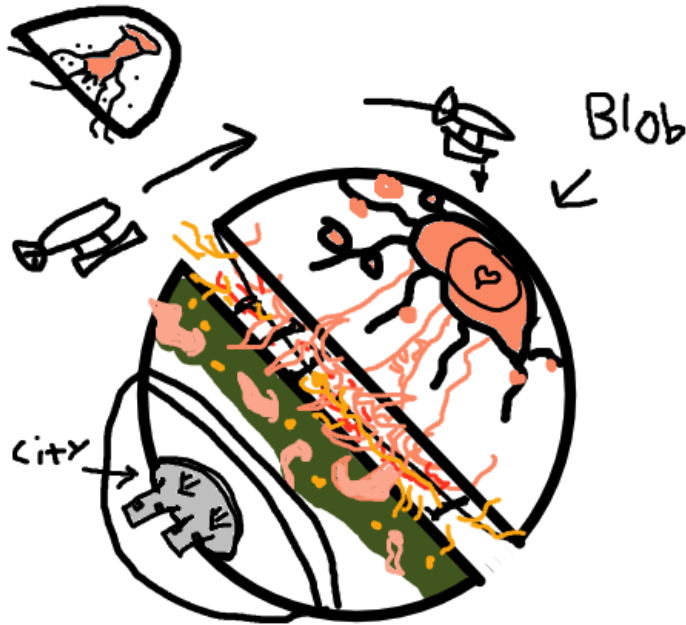
◦ The game is going to be gameplay forward, hence it will have very little narrative elements to it. (i.e. Cutscenes, Scripted Sequences etc.).

◦ The story in a sentence is about a monster hunter who is on a quest to save her planet from this big blob of monster that has fallen from the sky to sort of devour the planet and extinguish its resources and ultimately overcomes the challenges and vanquishes the beast.

Objective

- The main objective of the game is to kill the protector of the heart, who is guarding the heart chamber of the burrowed monster.

- And in order to do that the protagonist have to navigate through the dungeon inside the beast and reach to heart chamber that is concealed somewhere in the middle.

Gameplay

◦ **Resource Management:** Players collect **Life Juice**, which can be used to upgrade gear, items, and abilities or saved for when they die. If a player dies, they respawn in the outer region of the map, losing all abilities, progression, and revealed areas of the fog-of-war map from previous runs.

◦ **Combat Mechanics:**

- **Charge Punch & Dash:** Players can charge a punch that also serves as a dash mechanic, allowing for quick movement and offensive maneuvers.

- **Grapple Mechanic:** This feature enables players to grapple onto walls and pull enemies closer, enhancing combat strategy.

Gameplay

- Enemies: Various types of enemies populate the dungeons:
  - Brawlers: Basic melee enemies that engage in close combat.
  - Spitters: Ranged enemies that shoot trails of acid, posing a significant threat from a distance.
  - Exploding Enemies: These enemies explode when the player gets close, adding an element of danger.
  - Armored Variants: Both Brawlers and Spitters have armored counterparts that require players to stun them using the grappling hook before dealing damage.
- Player Health: Players operate with a single HP, meaning any damage taken results in immediate death, heightening the challenge and intensity of gameplay.

Art Direction

The art style would be eldritch Horror with stylized line art, with the tones of Red and Yellow.

Level Flow

Level Flow (Entrance)

◦ This boss (i.e. the protector of the heart) plays the crucial role of introducing the player to the unforgiving world that they are entering.

◦ In this level the player IS supposed DIE and leave behind his airship (which is the only way she can get out of the burrow.)

Level Flow(Main Area)

- ◦ **Organic Dungeon Layout**
    - Each quadrant represents **different organs** of the monster's body.
    - Unique environments: Lungs, intestines, heart chambers, etc.
- ◦ **Respawn System**
    - **Respawn Rooms** scattered throughout the dungeon.
    - Player and enemies regenerate inside **respawn pods** with Life Juice.
    - Life Juice used for **upgrades or preservation** after death.
    - **Dynamic Pathways:**
        - Path to the **Heart Chamber** changes every run.
        - **Random player spawn points** ensure fresh exploration every time.

Level Flow(Main Area)

- Resource Rooms
  - **Bonus Resources** available in specific rooms.
  - Players must complete **mini-games or challenges** to earn rewards.
- Deadly Traps & Hazards
  - The dungeon is filled with traps that can instantly kill the player:
    - **Biter Traps:** Pull players into walls and crush them.
    - **Spike Traps:** Impale the player on contact.
    - **Fire Traps:** Spread fire across the floor when triggered.
    - **Endless Pits:** Drag the player into a dark void.

Level Flow(Final Boss)

- Hallway Entrance
  - Players **walk down a tense hallway** toward the final encounter.
  - **Ambient sounds and visual cues** build suspense before entering the arena.
- Dynamic Music Progression
  - A **custom song** plays, evolving with the player's progress.
  - **Song transitions linked to key events:**
    - **Dialogue sequences** trigger the first part.
    - **Entering the arena** shifts the song to the next phase.
    - **The battle intensifies** as the boss fight progresses, heightening immersion.

Level Flow(Final Boss)

- Boss Fight Mechanics
  - Players must **break pillars** scattered throughout the arena.
    - Destroying pillars will **concuss the boss**, leaving it vulnerable.
    - This allows the player to **attack the heart canister** within the monster.
  - **Objective:** Damage the canister enough to **vanquish the burrowing beast** and save the planet.
- Immersive Impact
  - The combination of **dynamic music, environmental challenges, and layered mechanics** makes each moment meaningful.
  - **Responsive music and varied phases** ensure the fight is engaging and emotionally intense from start to finish.

Questions?

Thank You

FOR LISTENING