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### **Concept for Game: "Elysium Requiem"**

Action roguelike game Elysium Requiem, with its distinct blend of fast-paced gameplay, fascinating plot, and legendary backdrop, was greatly influenced by Hades. Players assume the role of a fallen hero exploring the afterlife, solving old mysteries, and forming alliances with gods and spirits in this game that transports them to the Greek underworld.

#### **Game Overview:**

**Target Audience:** Experienced players with a penchant for narrative-driven games.

**Gamer Type:** Explorer, storyteller.

**Target Platforms:** PC and consoles (PlayStation, Xbox).

**Genre:** Action RPG rogue-lite with a focus on character development and story.

**Number of Players:** Single player.

**Projected Release Date:** 2023

#### **Setting and story:**

The setting of the game is the Greek underworld, a vast, dynamic place full of dangerous obstacles and mysterious denizens. The player takes on the character of a hero who is stuck in this enigmatic region after losing a battle. The goal is to get out, but on the way, players learn the secret meaning of their situation, which has to do with disputes between the gods and what happens to lost souls.

#### **Gameplay Mechanics:**

**Core Mechanics:** Story -> Explore -> Battle -> Progress.

**Dynamic Combat System:** The main gameplay mechanic in Elysium Requiem is combat. The hero fights a variety of enemies, each with their own fighting style, by using an array of antiquated weapons and skills. A combination of tactical decision-making and quick-paced action is available in the gameplay.

**Character Progression:** By gaining experience and gathering resources, players can advance their character's traits, upgrade their weaponry, and learn new skills. The player can also form alliances with several gods, each of whom has special powers and benefits.

The game has a **roguelike structure** in which every descent into the underworld is unique. Procedurally created levels, adversaries, and prizes guarantee that players encounter fresh difficulties and make significant decisions on each game.

**Narrative Choices:** The decisions players make along the way affect the plot and their interactions with a variety of characters, including spirits and gods. Numerous branching stories and endings may result from these choices.

**Resource Management:** In order to develop their skills and increase their chances of surviving, players must acquire resources, such as ambrosia. Progress depends on how these resources are used in balance.

**Boss Battles:** At the conclusion of every significant level, players engage in fierce boss battles with strong guardians and celestial creatures.



Hades

#### **Team roles:**

**Coder:** Responsible of general technical development, and game mechanics.

**Artists:** Concept artists, as well as 2D and 3D artists for visual effects, environments, and character design.

**Game Designer/Tester:** Concentrates on level design, balancing, and quality control.

**Writer:** Crafts the main storyline, dialogue between characters, and decisions.

#### **The competition:**

A major source of inspiration, Hades is known for its fighting system, rich storytelling, and Greek mythological backdrop. Other inspirations are games with interesting mechanics and captivating stories, such as Transistor and Bastion. Elysium Requiem seeks to provide a unique narrative experience within the rogue-lite genre, even though many games have narratively driven components.

#### **Distinctive Features:**

Elysium Requiem stands out as a rogue-lite action RPG that places storytelling at its core. Along with dynamic combat and character development, it delivers a deep story with meaningful choices. The game stands out from others because it combines action-packed gameplay with a rich, mythological setting.