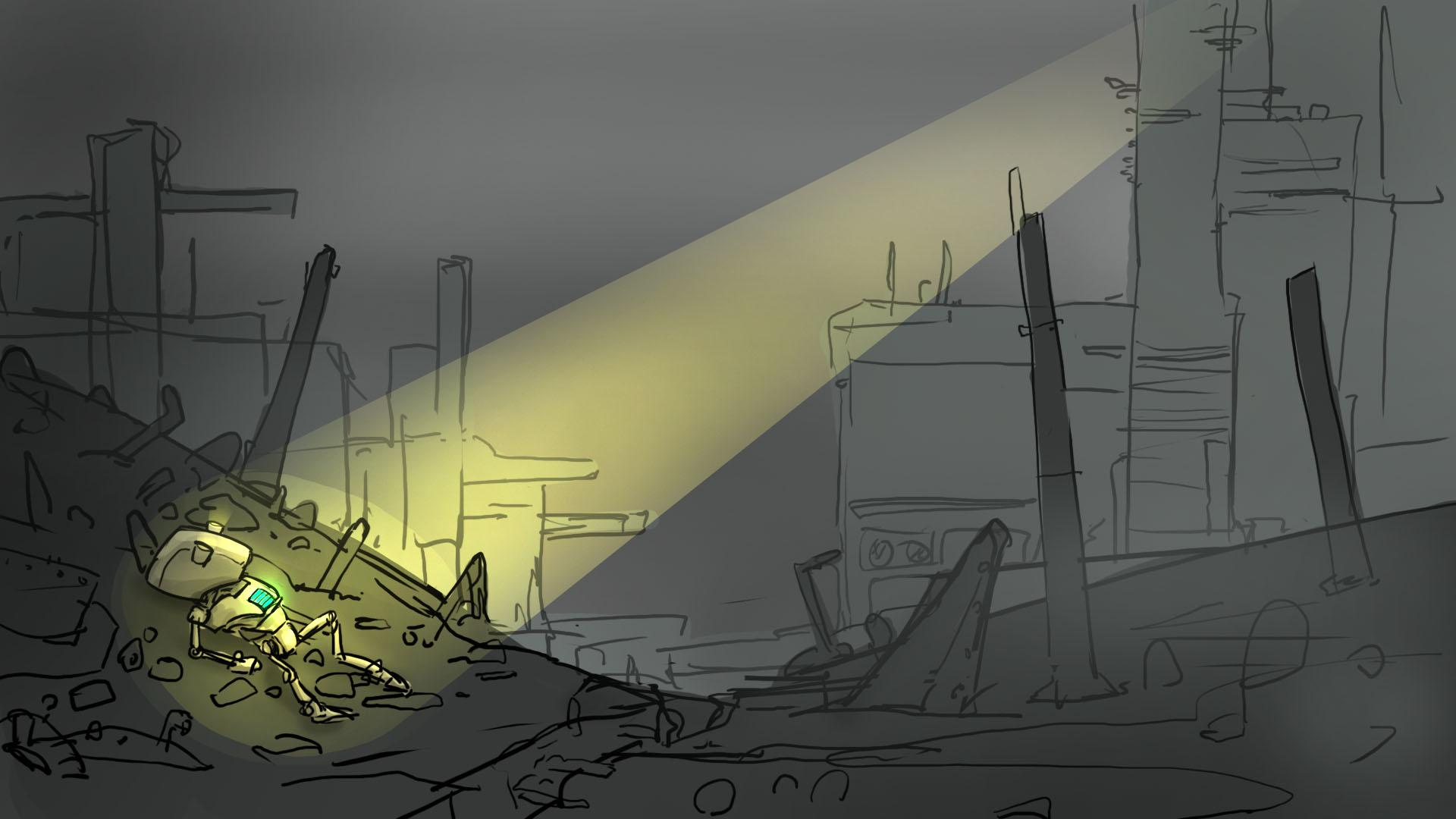


# DUSK

**Game Pitch**  
**Team Awesome**



# Game Concept Summary

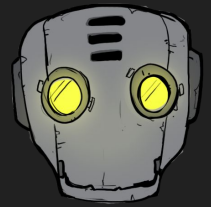
**Dusk** is a casual 2D roguelike game where the player controls a robot named DU-5K to explore a bleak near-future, post-apocalyptic world and find clues for the cause of the catastrophic events that bathed the world in smog and darkness.

# Story



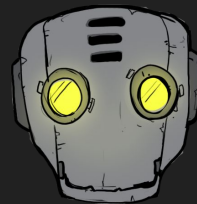
A robot boots up, decades after catastrophic events surrounded the Earth in smog, bathing the world in darkness. Seemingly alone, the robot's core programming to survive pushes it to explore through the crumbling ruins of cities. Being equipped only with lights which drain its battery, the robot searches for ways to keep its battery charged. However, the robot is not entirely alone, as other corrupted robots have also activated, emerging from the darkness with a thirst for electrical power.

# Gameplay



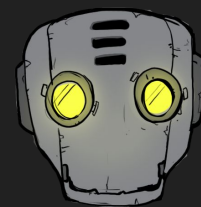
- Explore the world with **limited, draining** energy/battery and find hidden clues in a large map
- Find hidden clues to understand what happened to the world
- Recharge battery and health at light source checkpoints
- Projectile energy weapon which also uses battery to fire
- Can upgrade an ability once you have enough components (scrap) from destroying enemies
- Unlock a harder game mode after the first playthrough

# Game Mechanics



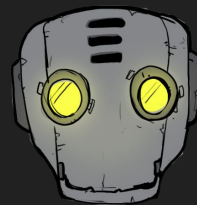
- Explore and find the clues hidden throughout the map
- Find the weapon to defend yourself from the enemy attacks
  - Weapon needs to be unlocked early in the game
- Enemy will have chance to drop bolts or scraps
  - Scraps can help you upgrade your weapon or abilities
- You will need to recharge your battery with light source once a while
- Story Mode and Dusk Mode
  - Dusk mode will unlock after story mode is completed. It will be limited light range and 1 hit death

# Similar Games



- Rogue Legacy
- Hollow Knight
- Little Nightmares

# Other Thematically Similar Games or Films



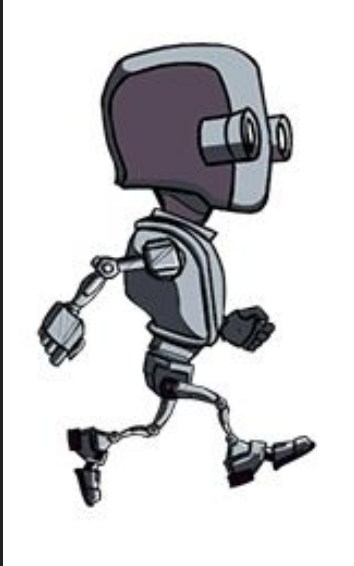
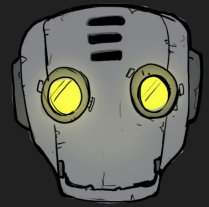
“9: Nine”



“Wall-E”



# Character Design



Main Character

Name: DU-5K

Abilities: move, jump,  
roll and attack

Lights come from his  
eyes and chest



Enemies

\*\*design is still in progress

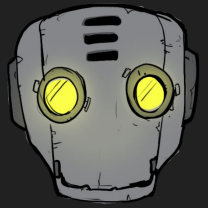
Abilities: move, jump, and  
attack

Attracted to light

Attack when they see light  
within a certain range



# World Design & Sound

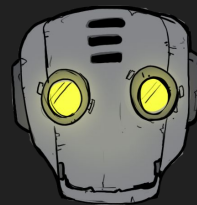



- A futuristic, post-apocalyptic city on Earth
- The World is dark

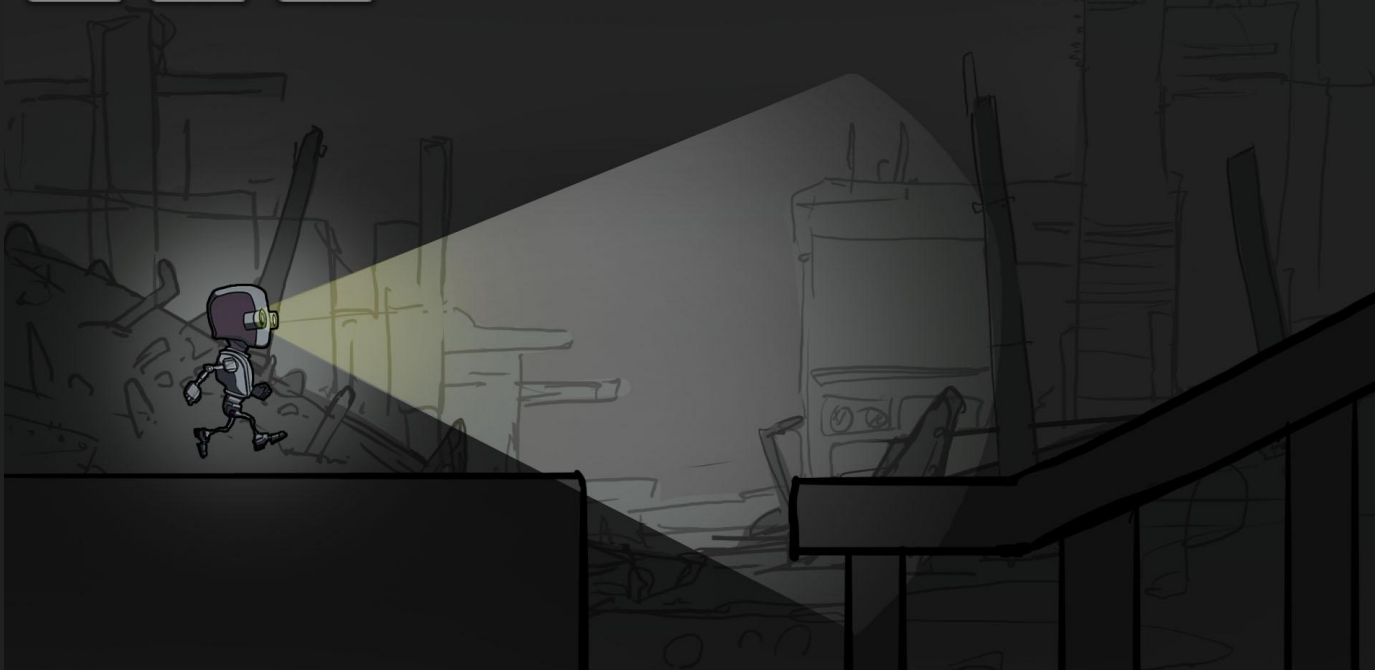


- For sound effects, we will use [soundbible.com](https://www.soundbible.com) and [incompetech.com](https://www.incompetech.com) for royalty-free sound

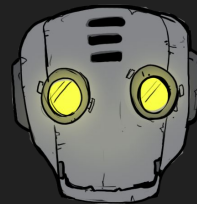
# Early User Interface



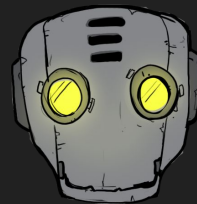
BATTERY 



# Level Design



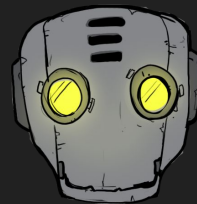
- One large map, mostly linear given time constraints
- Will have separate, off-path areas to explore - player rewarded for exploring/discovering
- Secrets hidden throughout the map giving clues towards how the events happened
- Map will be designed as the ruins of a near-future city, now crumbling
- Platforms, tunnels, stairs, underground subway, crumbling platforms which crumble seconds after being stepped on
- Ability-locked areas - Example: area only accessible by rolling (which player unlocks in early-mid game)



# Base Mechanics - Digital Prototype Demo

- **Lighting system**
  - Testing lighting throughout the world, rest of the world is darkness
- **Draining battery over time, recharging at a light source**
  - Battery drains over time, recharges at a light source
- **Health system**
  - 3 HP with test enemy, recharges at light source
- **Aiming with energy weapon**
  - Aiming projectile weapon with mouse/joystick
- **Clickable dialog boxes**
  - Interactable dialog boxes

# Wish List/Extra Features



- Map system showing discovered areas
- Different ending in Dusk Mode
- Larger map, more secrets
- Log showing all discovered secrets thus far



**DU-5K** needs your help.  
Any ideas would be appreciated.