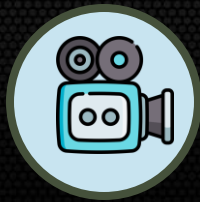PITCH

GENERAL INFORMATIONS

Niko, a space guardian with special powers, flies to a planet for fight the Lord of the Crown and protect the remaining human colonies.

ROGUELITE

SIDE-SCROLLER

PC – CONSOLE

MYSTICAL

PREMIUM

ROGUELITE ENJOYER
APPRECIATE MYTHOLOGY

Customer Value

- Strengthen your ties with valiant members of the Galaxy Ranger crew

- Explore a varied and active world

- Take advantage of a multitude of weapons and skills to save the galaxy

- Build a set of powers representative of the way you fight

GAMELOOP

Death will give you the opportunity to start over with better equipment and skills.

Don't go straight to the light, dying is not the end of your adventure

Enhance your relationships with crew members to gain new benefits and enhancements.

The quests won't always be easy, but the rewards will be a big help!

DEATH

PROGRESS

CHOICE

REWARD

Choose from a multitude of weapons and skills to build equipment that suits you.

Each weapon will be used in due course!

Spend currency during your game to collect many upgrades.
Used wisely will surely make your journey more enjoyable

WHAT'S NOT

Children of Morta, 2019 Dead Mage

CupHead, 2017 Studio HDHR

SKILL TREE

COOP

Iconoclast, 2018 Joakim Sandberg

Hades, 2018 Supergiant Games

Binding of Isaac : Rependance, 2021 Edmund McMillen

ALLY / COMPAGNON

HEAT

PASSIVE SKILL

CHALLENGE

DIFIFCULTY	COMPLEXITY	DEPTH
Mid	Low	High
[Selective + Adaptative] - Currency Management - #Ennemies - #Combo - Room Randomness	- Traditional Rogue Lite Control + Combo Control - Different effects depending on the combos	- Number of combos -Equipment -Skills - Room generation options - Quests available

CHALLENGE

Come from	?	What ?
Rules	Yes	Procédurale, Condition de passages
Tactics	No	
Strategies	Yes	Choix des compétences, Choix des armes, Gestion des currency
Complexity	No	
Physical Skills	Yes	Dexterité, Dodge, Utilisation optimale des compétences, Parcours
New Content	Yes	Armes, Compétences, Salles spéciales

GAMEPLAY PILLARS

FIGHT

Profitez de nombreuses compétences à votre disposition pour sauver ce qui vous est cher

Construisez un ensemble d'équipement à l'image de votre façon de combattre

Apprenez de nouveau combo aux effets multiples pour chaque situation

Soyez réactif pour utiliser vos dash au bon moment

EXPLORE

Découvrez des items puissants et efficaces contre vos ennemis

Utilisez des lieux spéciaux pour augmenter vos chances de survie

Evitez de mourir dans d'affreuse souffrance en tombant dans des pièges
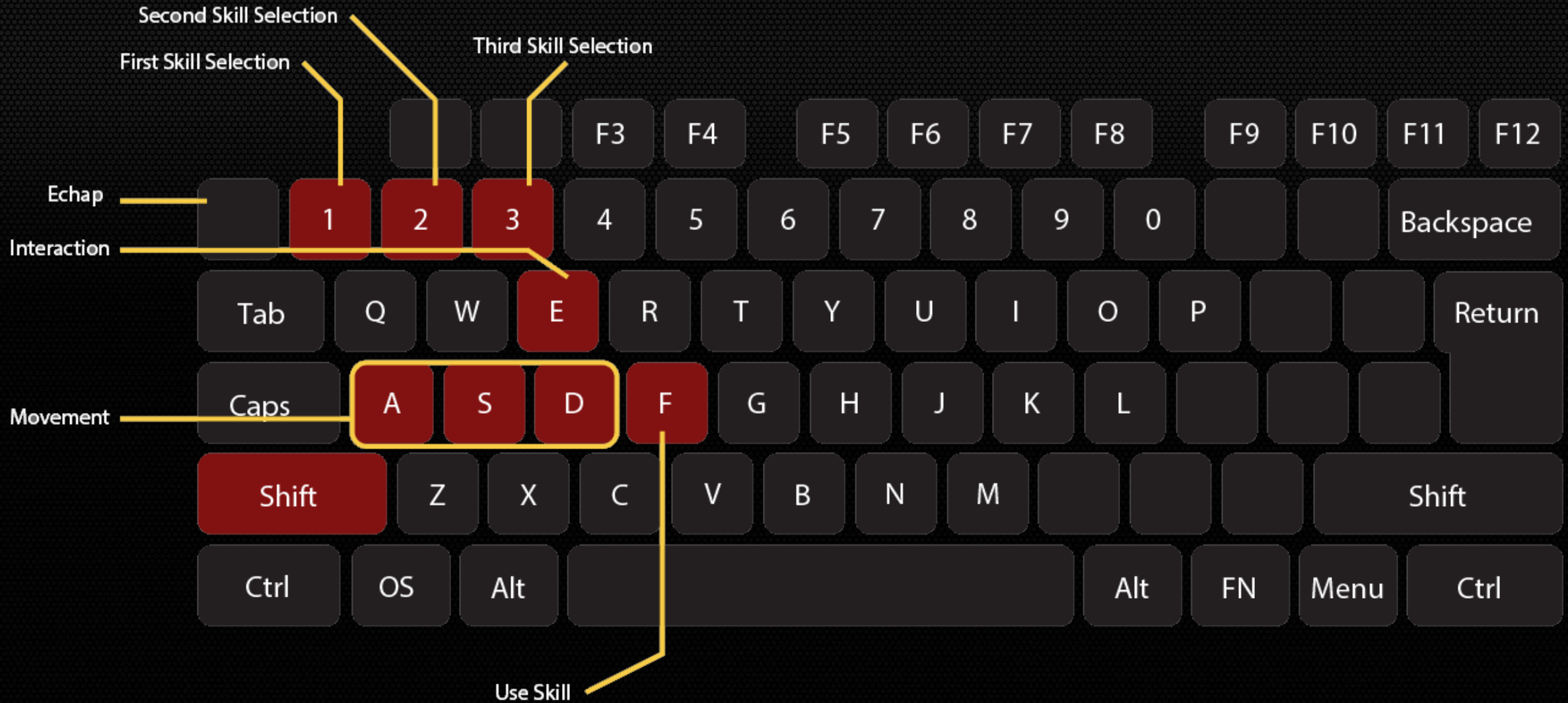
PROGRESS

Effectuez des quêtes pour aider les aventuriers

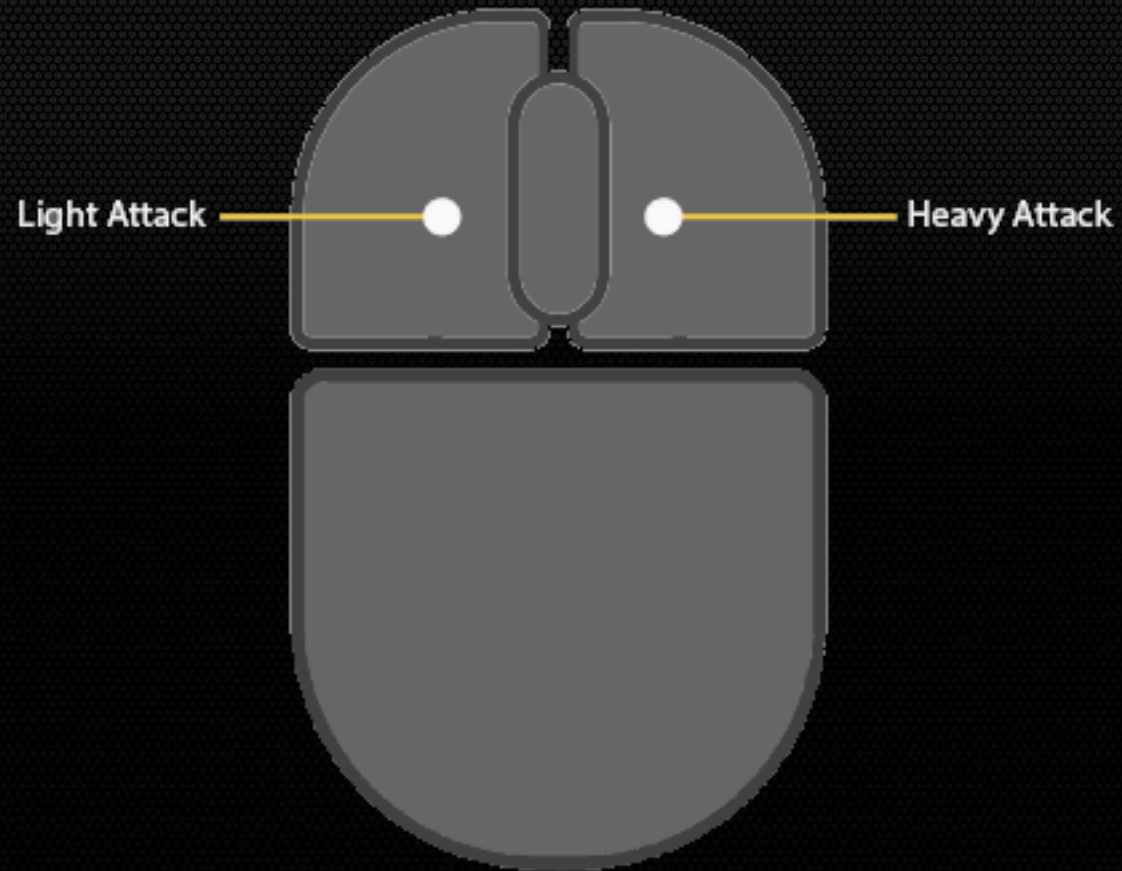Débloquez de nouvelles armes et compétences pour progresser plus efficacement

Mourez et recommencez continuellement pour apprendre de vos erreurs
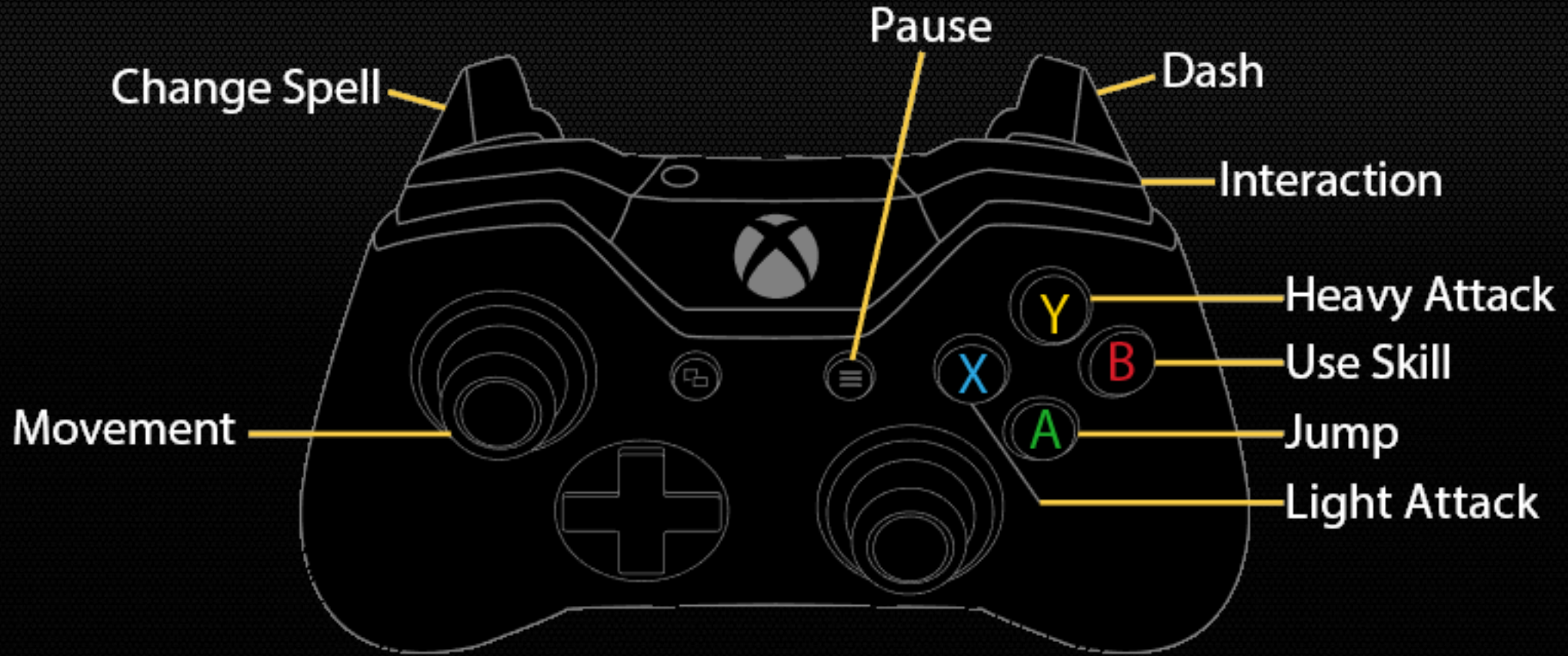
MAPPING - KEYBOARD

MAPPING - KEYBOARD

Light Attack

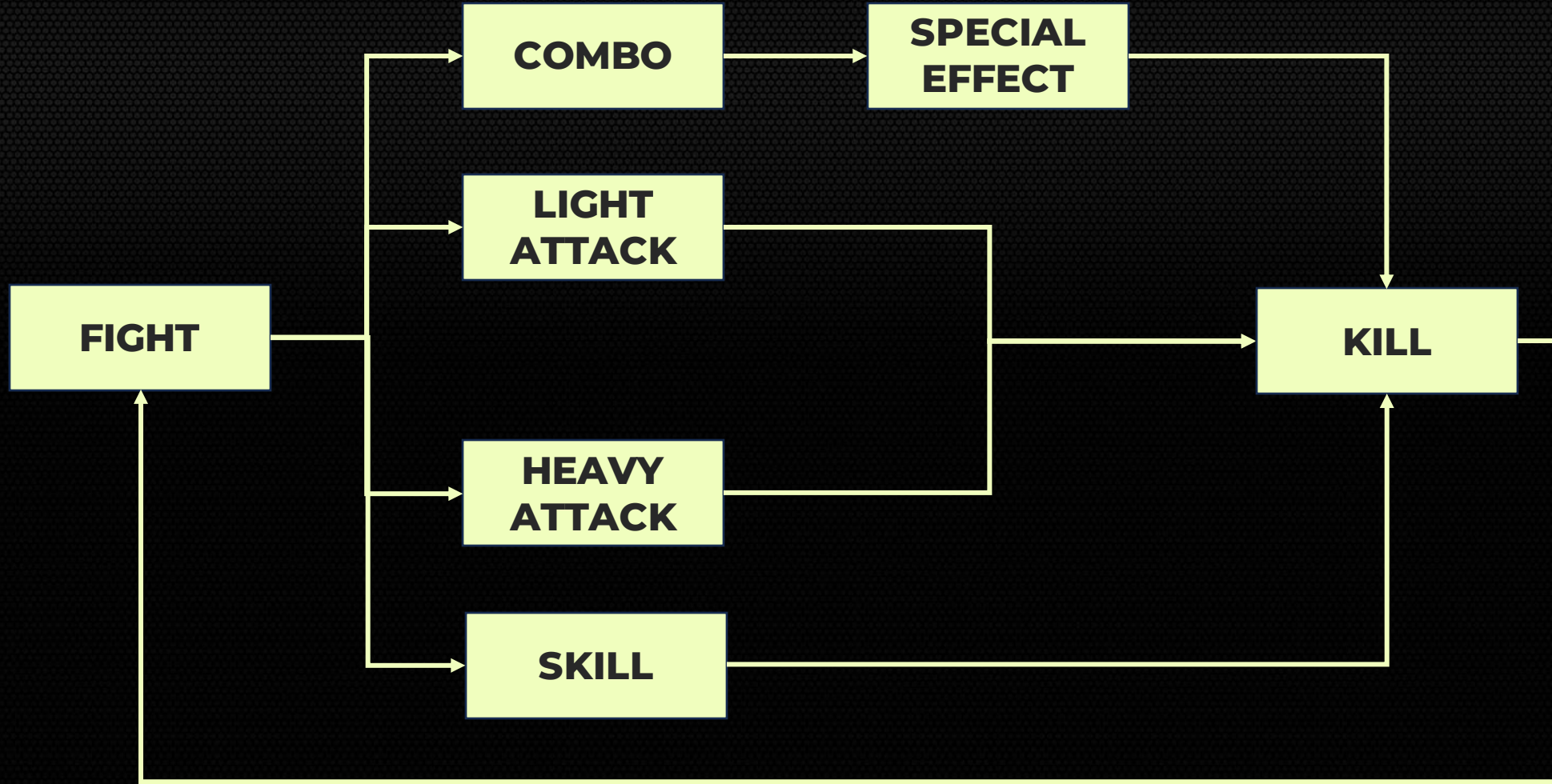Heavy Attack

MAPPING - CONTROLLER

DIMENSIONAL CONTROLS

CONTROLS	ADDITIONAL MOVES	ENFOLDED DIMENSIONS	ATOMIC ACTIONS
Move 2 Axis Camera 0 Axis	One way Dash	Jump	Interact Use Room Special Object Quests {Settings Use Item {Fire} Heavy Attack Light Attack Skill Buy Items

ELEMENTS	WS UNITY	TOTAL
CONTROLS (x 1)	2	2
ADDITIONAL MOVEMENTS (x 1)	2	2
ENFOLDED DIMENSIONS (x 0,5)	1	0,5
ATOMIC ATIONS (X0,25)	9	2,25
TOTAL	**14**	**6,75**

ATTAQUES

Several different **types of attacks** to vary the fights: Light Attack; Heavy Attack

Several weapons are **available for sale**: A fast and compact Electric Dagger ideal for speed or an Electrostatic Sword to cut through enemies with more power

Skills with **various effects** and uses are also available to use the powers of the Galaxy Rangers against enemies

COMBOS

Combos are available as **Light Attack** or **Heavy Attack** combos. All **combos** will be finished with a Heavy Attack!

Each combo has a **special power** that will be useful for sending enemies flying!
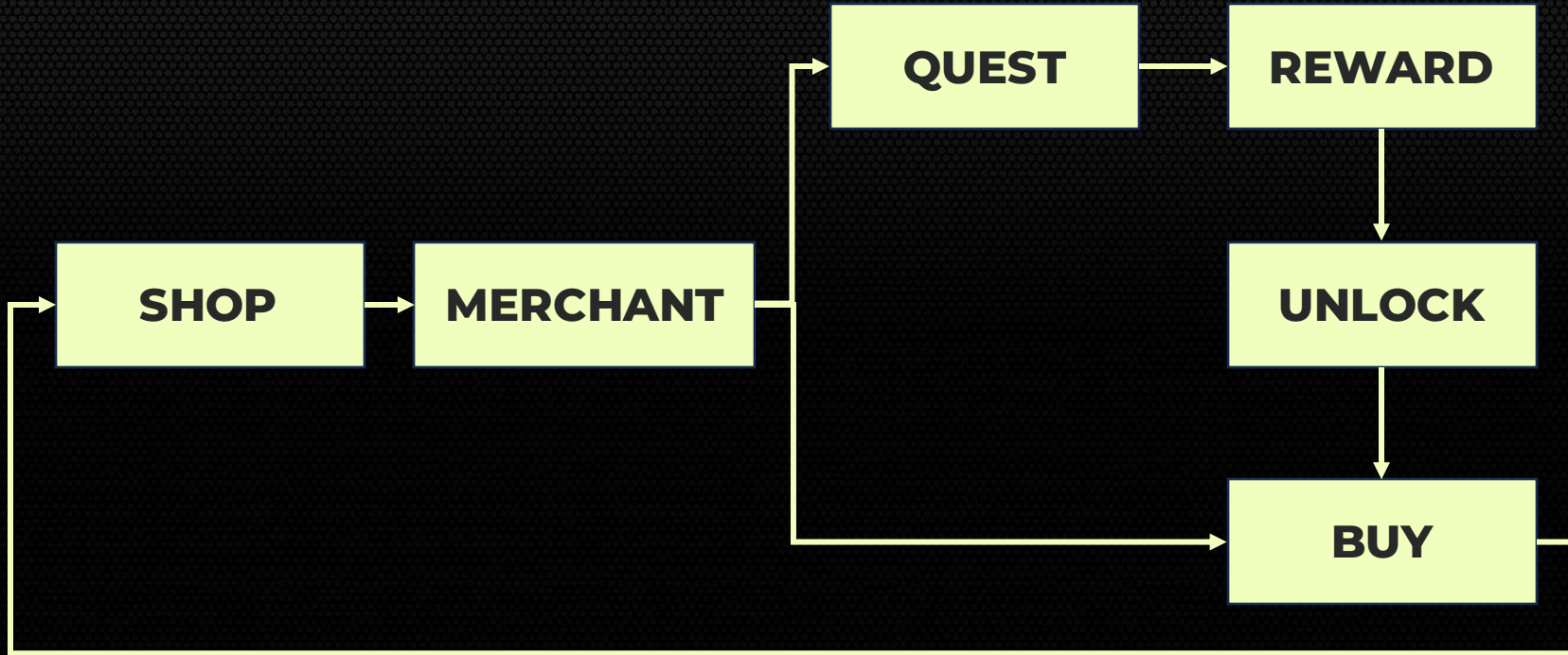
But be careful, if a combo is not performed with the **right sequence**, nothing will happen.

RELATION
FEATURES

QUÊTES

Each Merchant offers **quests**, it is possible to choose between **two types of quests** : Quests offering **Golden Tokens** and the one offering **Green Tokens**

Gold Tokens are used to buy **equipment**, while **Green Tokens** are used for **skills**

The enemies to be taken down will be **tough** but not invincible!

RELATIONS

Each mission **successfully completed** strengthens the **relationship** with the **Merchants**

The higher the **level** of relationship with a Trader, the more **additional weapons** and **skills** can be **gained**
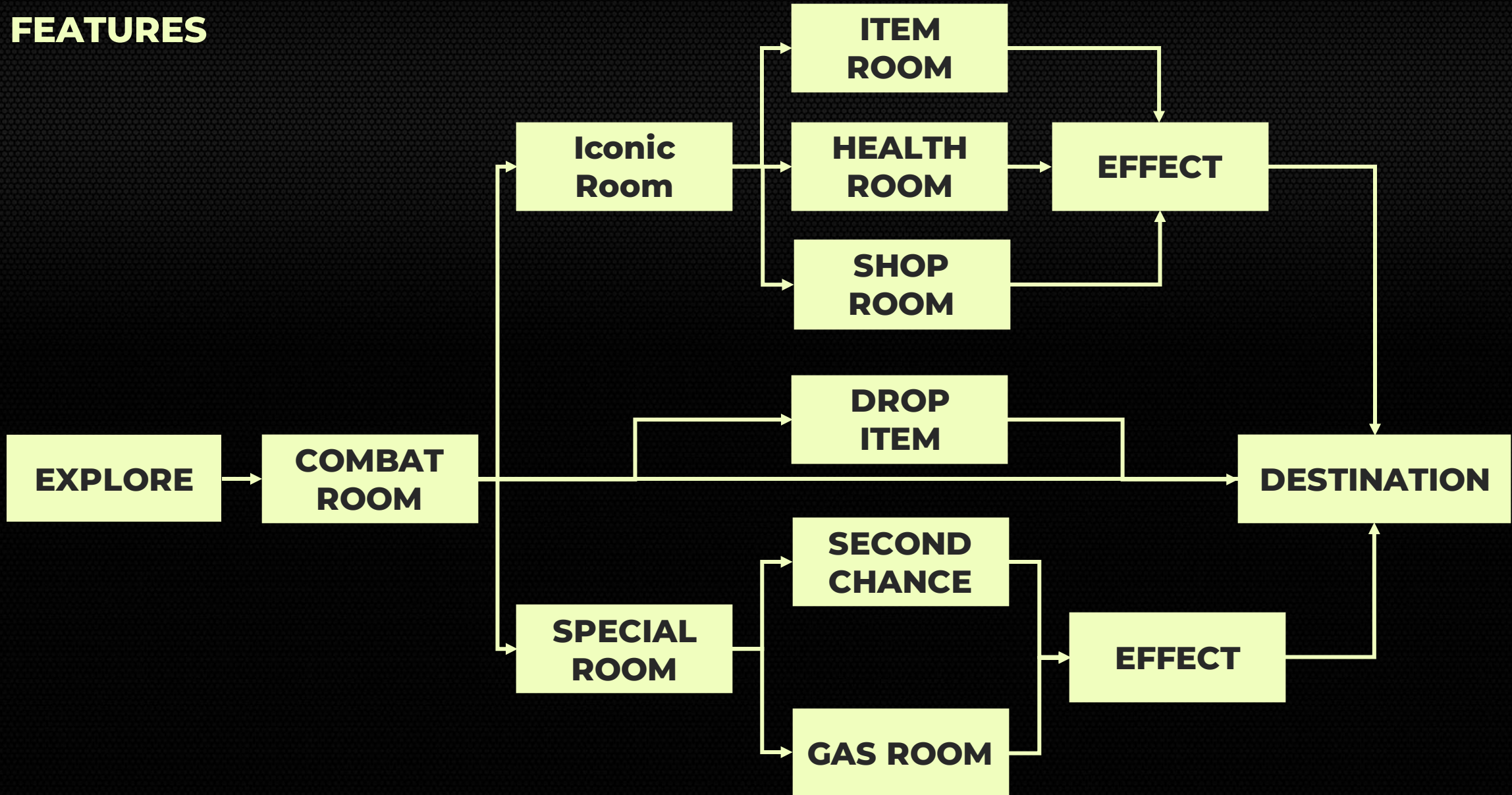
You'll have to be **efficient** to turn simple merchants into friends, but the result will be well worth **the effort!**

PROCEDURAL GENERAITON

FEATURES

PROCEDURAL GENERATION

When the player **starts** his run, **rooms** are **generated** according to defined **procedural rules**

The Player must select between several possible **exits** to **navigate** between these rooms

It is necessary to fight and **defeat** all **enemies** before you can move on to **another room**

Death will put an **end** to exploration but will not be a punishment, on the contrary **learning** from it will be paramount to defeating **powerful opponents**

SALLES

Throughout the run, rooms with **various effects** will be present to **support** or **eliminate** the player

There are rooms **offering** items, restoring vitality, etc. These are the **iconic rooms**

Some rooms will be more **dangerous** by trying to kill the player at all costs... or beneficial by giving it a second chance... These are the **special** rooms

Some of these rooms will be **filled** with tough **opponents**, but if successful, they will have a small chance to drop an **item** at random... These are the **battle rooms**

Character

Activities
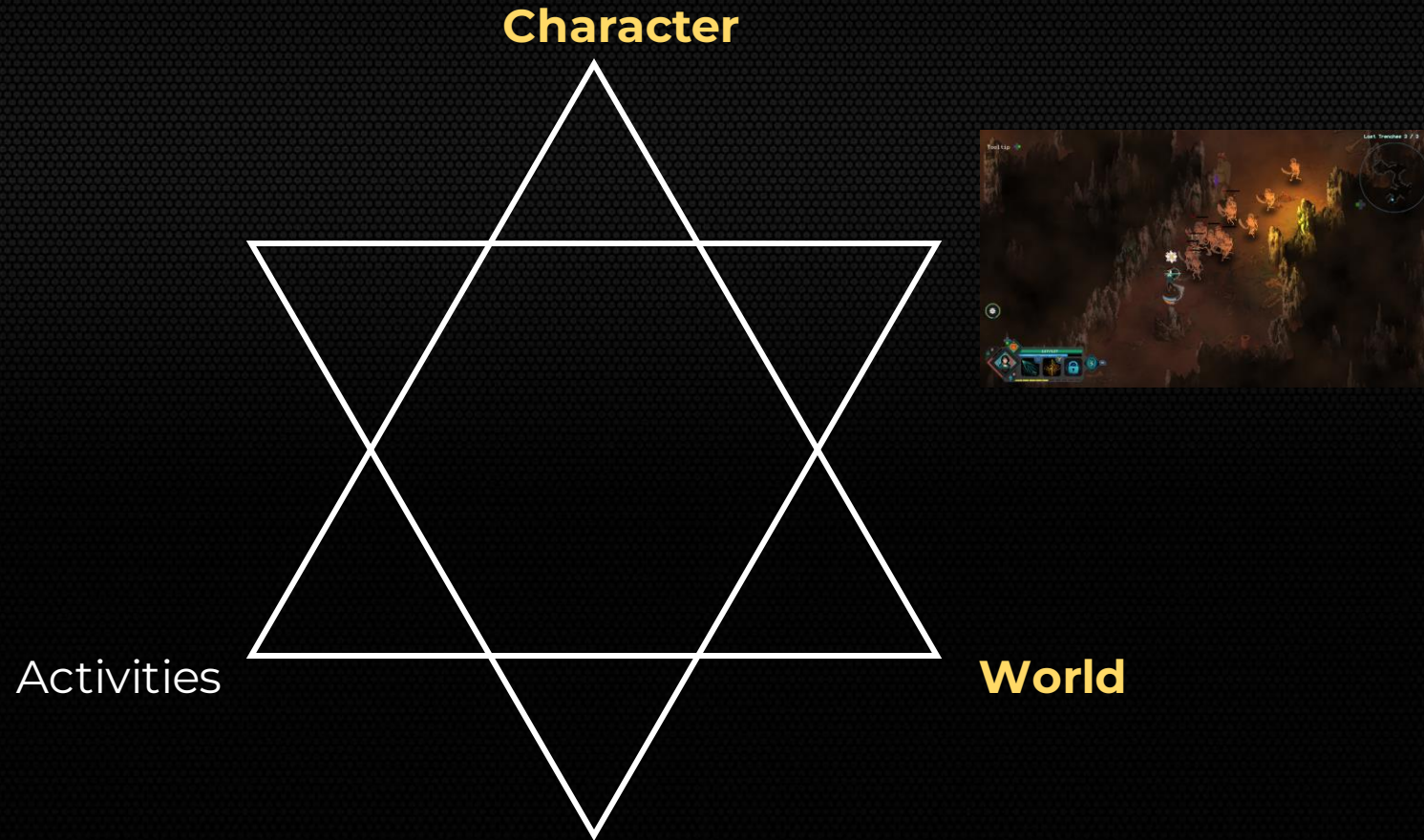
World

The Weird aspects of our game are: **The World** and **The Character**

From the start, the player becomes aware of an environment that does not correspond to his own. However, he will later discover his skills justifying the weirdness of the Character

Character

Liner Designed Created

The player can indeed take several paths to get to their goal, but the final fight will always be the same regardless of how they got to it

Gender : Male

DOB : 27 / 06 / 2070

STATUS : « Alive »

CHARACTER : ZAKARY FOX

GOVERNING PSYCHOLOGY

- Deeply committed to his leadership role in the group, willing to sacrifice his own life for defense
and what he thinks is important

- In the face of challenges, Captain Foxx shows great resilience and perseverance. He never lets himself get down
by the events that made him a reliable person

- Despite his leadership character, the Foxx also empathizes with his teammates and recognizes their value by encouraging, listening, and respecting them. He is respected because he maintains a relationship of trust with his team

Verdict : **Neutral Good**

TRAITS / WEAKNESS

-Determination	-Rigidity
-Tactical Skill	-Overwork
-Leadership	-Loads

CHARACTER

Function: Allows the player to buy items from him in exchange for certain special currencies. He is also a quest giver with multiple utterances

Role: Walking; Quest Giver

Details :

Appareance : Aesthetic ; imposing; brown eyes; strong and determined traits; short hair; intense gaze; 1m82

Gimmick : Sourire en coin

Clothes : Full white and blue sci-fi outfit; Galaxy Rangers Uniform

Vehicles : Spaceship, Mechanical Horses

Home : Vessel

Weapons : Energy Gun

Backstory : Former elite pilot of Earth's Space Fleet. During a rescue mission, he suffered a surprise attack organized by the Queen of the Crown, seriously injured during this encounter he underwent a major operation in order to implant him with a technology that was still experimental, making him a Cyborg. He is now a prominent member of the Galaxy Rangers

Attributes

PHYSICS : 4/5
EDUCATION : 2/5
FUNDS : 3/5
WILL : 5/5
CONTACTS : 4/5

Notables Skills

Ship Piloting
Impressive agility
Superhuman Strength

CHARACTER : QUEEN OF THE CROWN

Gender : Female

DOB : 27 / 06 / 2060

STATUS : « Alive »

GOVERNING PSYCHOLOGY

- A skilled manipulator, she knows how to subjugate those around her through her charm, power or power. She plays on desire and also weaknesses in order to achieve her goals

- The Queen of the Crown has an incredible ability to maintain mystery and hide her intentions. She keeps her motivations and goals hidden, accentuating her lonely and unsympathetic side

- She uses fear and intimidation to maintain her authority. It does not know how to use any other means of accomplishing its objectives than through the use of force

Verdict : **LawFul Evil**

TRAITS / WEAKNESS

-Ingenuity
-Proficiency in technology
-Authoritarian

-Pride
-Grudge
-Unsympathetic

CHARACTER

Function :
- Antagoniste principal du jeu
- Boss de fin
- Dirigeante des ennemis combattus

Rôle : ANTAGONIST

Details :

Appareance : Great; Dark red outfit; Crown; aggressive gaze; brown eyes; Slender and graceful figure; Accessories (Jewellery etc.)

Gimmick : Sly smile

Clothes : Robe; Dark tones (Purple; Black); Embellished with patterns

Vehicles : Mothership

Home : Mothership

Weapons : psychic powers; Energy weapons; Amplification Stick

Backstory : Once an avid scientist named Za-Zan. During her research, she discovered an ancient technology named "Crown", hence the name. Following this event, she became the fearsome Queen of the Crown by quickly conquering planets as well as galaxies.

Attributs

PHYSIQUE : 3/5
EDUCATION : 4/5
FUNDS : 5/5
WILL : 5/5
CONTACTS : 1/5

Notables Skills

Pouvoirs Psychiques
Stratégie et Tactique
Maîtrise la manipulation Politique

CHARACTER : CLONE

Gender : None

DOB : 27 / 06 / 2100

STATUS : « Alive »

GOVERNING PSYCHOLOGY

- The Clone struggles to assert her own identity, she is afraid of being assimilated to the Queen of The Crown because she has her DNA, seeking to find a balance between her identity and her genetic material. He will constantly look to prove his worth within the Galaxy Rangers

- The clone's intellectual curiosity makes him passionate about the mysteries and grey areas that surround the creation of the universe. He is fascinated by his own creation, which he continues to study to better understand its nature

- The Clone faces many moral dilemmas that they sometimes struggle to resolve, they are determined to protect the universe and therefore have good intentions, but given their nature the line between good and evil is sometimes blurred. All of these dilemmas can sometimes test his loyalty to the Galaxy Rangers

Verdict : **LawFul Evil**

TRAITS / WEAKNESS

- Exceptional intelligence
- Versatility
- Empathy

- Moral conflicts
- Lack of self-confidence
- Isolation

CHARACTER

Function : - Personnage incarné par le joueur
- Allié au service des Galaxy Rangers
- Seul personne capable de battre l'antagoniste principal

Rôle : PROTAGONIST

Details :

Appareance : brown hair; brown eyes; slim silhouette; piercing gaze; 1m75

Gimmick : //

Clothes : White and Blue Jumpsuit; Galaxy Rangers Uniform

Vehicles : Galaxy Rangers Starship

Home : Galaxy Rangers Starship

Weapons : psychic powers; Energy Weapons

Backstory : Born in the secret laboratories of the Galaxy Rangers aiming to defeat the Queen of the Crown. Featuring remarkably advanced artificial intelligence in a hybrid biological body. Descended from a piece of DNA from the Queen of the Crown since its creation, the Clone has possessed many psychic abilities that it has learned to master under the guidance of the Galaxy Rangers.

Attributs

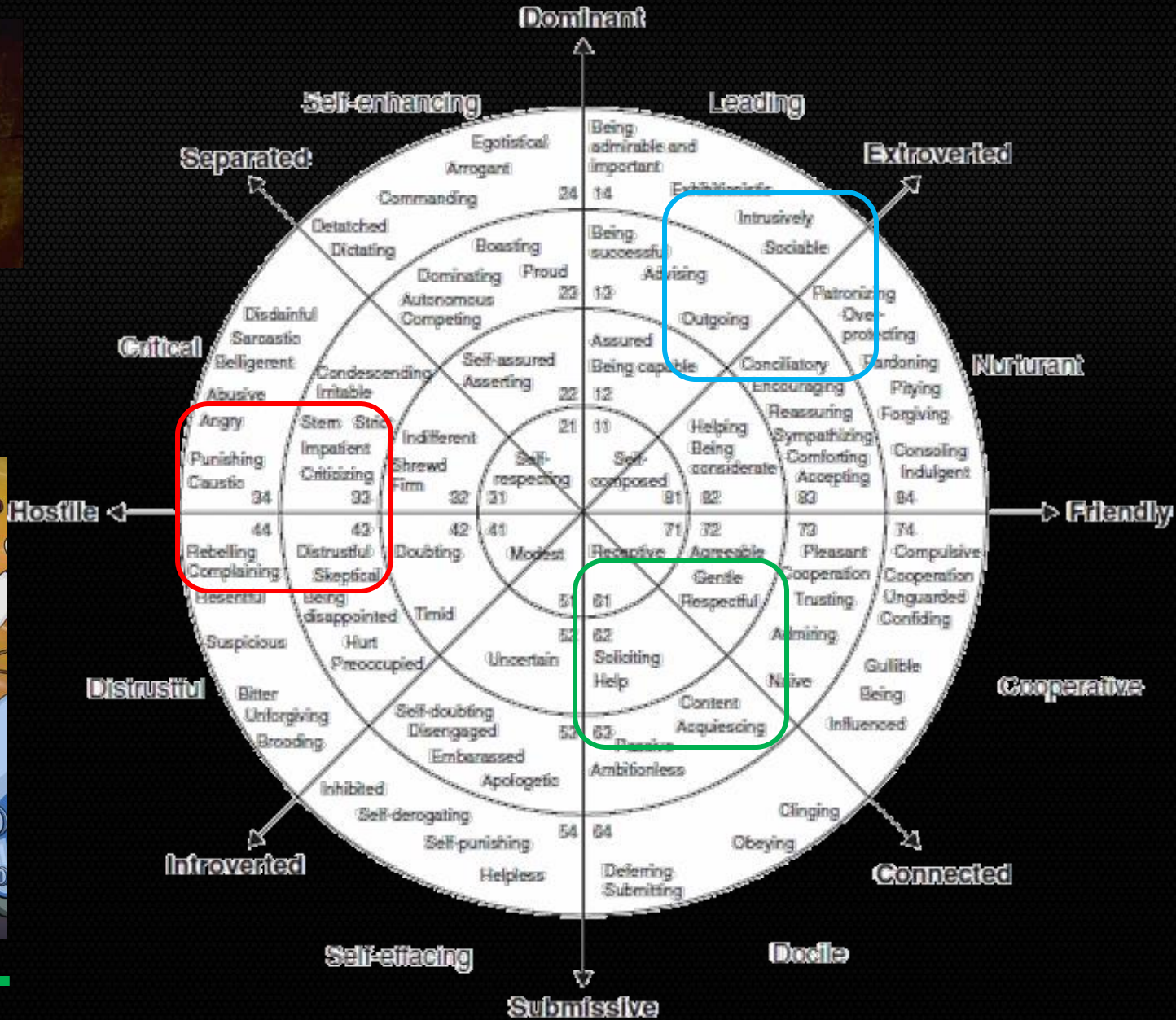PHYSIQUE : 5/5
EDUCATION : 5/5
FUNDS : 1/5
WILL : 3/5
CONTACTS : 4/5

Notables Skills

Maîtrise des puces Biologiques
Piratage Informatique
Ingénierie Avancé

Character

Knows

Supports

Wants to vanquish

Wants to vanquish

Wants to vanquish

Taking revenge

GAME ELEMENT – INTERACTIVE ELEMENTS

Autel Health

- Gives the player the opportunity to reclaim their health

- The player does not gain any bonuses if his life is already maxed out

Statue Item

- Room offering an item of the game randomly
- Doesn't Cost Any Currency

Merchant Statut

- Allows you to exchange temporary currency for status buffs

It is not possible to buy the pistol, it is a **temporary item**.

The pistol can only be found in rooms
Specialized (Items) or at the end of a run.

It gives the possibility to fire a very **limited** number of
bullets
but with an impressive **strike force**.

It is not possible to purchase the Railgun, it is a
temporary item.

The Railgun can only be found in rooms
Specialized (Items) or at the end of a run.

The behavior of this weapon is different from that of the
pistol, its use will cause a huge **laser** on a **straight-line
dealing damage**

The line is only in one direction **influenced** by the **eyes**
during the player's shot

GAME ELEMENT – COLLECTIBLES

GOLD COIN

Gold coins are currencies
Obtainable through quests given by
NPCs

They can be used to obtain weapons from
Merchants available at **HUBs**

GREEN TOKENS

Green tokens can be obtained from the
Same way as Gold Coins, via quests
They are the equivalent of gold coins, but for
Competencies
Spendable at the **HUB**

ANTIQUE COINS

Ancient coins are an exclusive currency to the runs

They allow the purchase of temporary equipment, but also items that can only be used during the player's runs
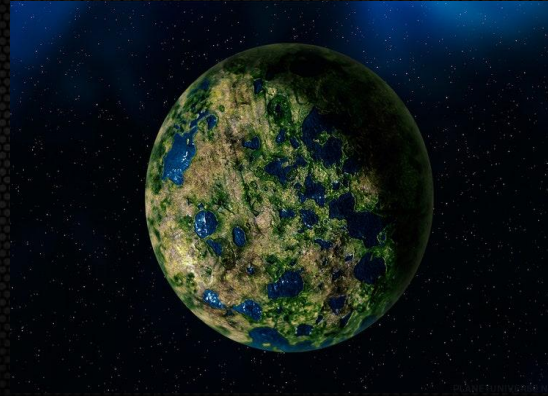**Temporary Currency**

PLANETS

EARTH

Climate:
Terrestrial / Average
Temperature of 21°

Fauna and Flora:
Terrestrial / Mammals,
reptiles...
Rich vegetation

OZARK

Climate:
Tropical temperature;
very humid; Average of
25°

Fauna and Flora:
Mammals;
Rich vegetation;
Intensive
livestock farming

PRISM

CLIMATE:
Average Cold
Temperature of 10°

Fauna - Flora
Little life; No
vegetation

World Building

Faune - Flore

- Earth Federations   - Kiwis
- The Zenith Empire   - The Waltons
- The Outriders   - The Deathstalker Rangers
- The Crownians   - BETAs

Races

-Human   - Kirwanians
-Kiwis   - Psychoskulls
- Zenithians   -Grans
- Crownians   - Rytans
- Andorians   - Tortunans
- Waltons   - Moguls

Global Rules

- Social and cultural diversity
- Technology & Connection
-Globalization
- Multiple political systems

Economical

- Interstellar Trade: Natural Resources exchanged between each of the planets

- Taxes: Depending on the planet, taxes are levied

- Technology: Sale and exchange of technology as well as innovation

World Building

Political Systems

-Democracy

-Monarchy

-Theocracy

-Dictatorship

-Anarchy

-Federalism

Religion and Cult

Culte : Cult of the Zenith/ Emplacement : Granna

Culte : Andorian Spirituality/ Emplacement : Andor

Culte : Cult of the Psychoskulls/ Emplacement : Keryxia

World Building

LandMarks, wonders, areas

- Crown Queen's Ship

Major Conflicts / Events

- Captain Foxx Fight
- Conflicts with the Zenith Empire
- Creation of Lucy
- Zenithian Empire's attack on Andora
- War on Prism

Famous Historical Figures

- Galaxy Rangers

- Queen of the Crown
- The Zenithian Empire

Technologies

- Bionic implants
- Spaceships
- Advanced Weapons
- Interstellar communications
- Advanced Medical Devices

FEATURES - FIGHT

Name	Type	Appareance	BackStory	Stats / Abilities	Weapons	Skill / Perks	Area
Robots Melee	Ennemy			Stealth : -- Hostibility : ++ Intellect : + Speed : ++	Electric Weapon	High Speed, Superhuman Strength, Endurance	Combat Room
Robots Distance	Ennemy			Stealth : - Hostibility : ++ Intellect : + Speed : -	Impulsion Gun	Very good viewfinder, smart	Combat Room
Queen of the Crow	Boss			Stealth : --- Hostibility : +++ Intellect : +++ Speed : ++	Astral projection, Illusion, Energy powers, Telekinesis	High Speed, Superhuman Strength, High Speed, Powerful Powers, Intelligence, Great Endurance	Boos Room