



Savelli's Fate

PROYECT SUMMARY

TITLE

Savelli's Fate.

GENRE

Roguelike and Beat'em up.

CONCEPT

A 2D Hades with the mechanics and style of a classic beat 'em up.

GENERAL DESCRIPTION

Savelli's Fate is a traditional *roguelike* in aspects such as progression, character upgrades, and the powers to choose from in each run, but with an arcade and dynamic personality that traditional roguelikes lack, reminiscent of classic *beat 'em ups*.

TECHNICAL ASPECTS

- Platform: PC.
- POV: Third person
- Perspective: 2D.
- N.º of players: 1.
- Game modes: single player.
- Estética: *digital (maybe only black and white).*

OBJECTIVE PUBLIC

Savelli's Fate is a commercial game with the potential to take players back to the era of classic beat 'em ups, where the appeal was "just kicking and not much else." It is aimed at players who want to enjoy gaming without spending countless hours trying to grasp a deep narrative.

ADDED VALUE

Nowadays, unless it's in very specific games like Sekiro, if your game doesn't convey an important message or feature stunning scenes, it seems like it's not worth making. This game will feature highly detailed combat and numerous mechanics to explore, ensuring that every playthrough feels entirely different from the last.

REFERENCES

Hades:



Tortugas Ninja : Shredder's Revenge:



GAMEPLAY

SUMMARY

GAMEPLAY EXPERIENCE

In Savelli's Fate, players must step into the shoes of a boy who, born from a ritual, must face the **4 ENTITIES**, thus ending his reign of darkness and bringing back [Al-Hesio](#), the original God. The game combines roguelike mechanics with the aesthetics of classic beat 'em up. As you try to achieve your goal over and over again, your character will improve, until you gain the power needed to save the world.

GAMEPLAY SUMMARY

Savelli's Fate mixes procedural level generation, the loss of progress with each death, whether due to depletion of health or any other condition, exploration and 2D combat, mixed with a retro aesthetic both visual and musical.

STORY

SUMMARY

PLOT SUMMARY

In a world where loneliness and evil are intertwined, [Al-Hesio](#), an omnipotent being, seeks to change his existence and that of his world: [SAVELLI](#).

Faced with the source of his suffering, **PURE EVIL**, [Al-Hesio](#) transforms into a good being, but triggers the appearance of the **4 ENTITIES: VENGEANCE, ANGER, AGONY, AND FEAR**.

After defeating them, [Al-Hesio](#) decides to create a world full of life and harmony, but his kindness leads him to sacrifice almost all his powers to unite his mind with that of all living beings. However, the **4 ENTITIES** interrupt the ritual, leaving their influence on humanity.

Over the centuries, humanity fights against the 4 ENTITIES, creating the order of THE LIGHT to confront them and they place their hopes in a child born of ritual, turned into a lethal weapon, he takes responsibility for ending the ENTITIES and restoring balance. With the help of THE LIGHT, this boy sets out on a journey to free the realms from the oppression of the ENTITIES and restore peace to SAVELLI.

PRODUCTION PLAN

GAMEPLAY DEVELOPMENT

GAME OBJECTIVE

The game ends when you manage to defeat the 4 ENTITIES and PURE EVIL.

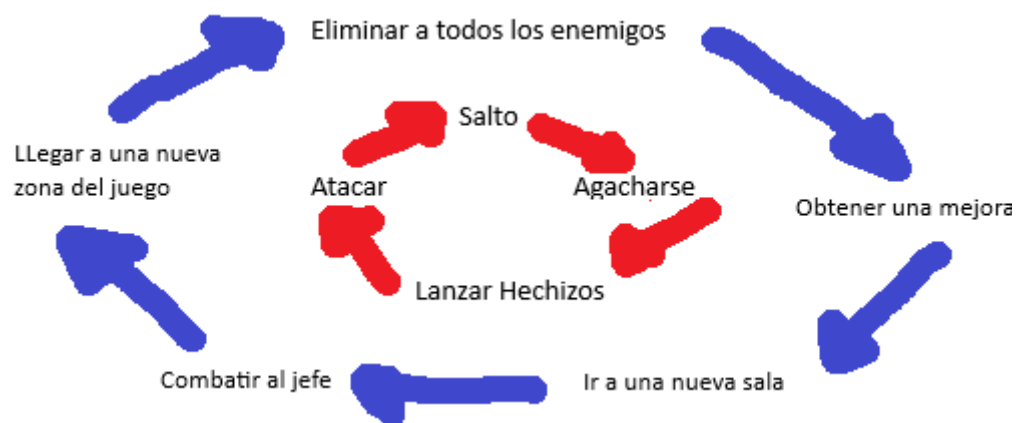
WIN/LOSS

When you lose all the life points, or fail to complete some conditions, such as killing X enemies in a certain time.

DISEÑO DE NIVELES

N.º	Name	Objective	Entities	Aesthetics
1	City of Fir	Defeat FEAR . Obtain 3 Ritrero upgrades.	Allies: Ritrero. Enemy: FEAR .	Poor and well-lit city.
2	Entrance to Ahgon	Defeat ANGER . Gain the ability to revive once.	Enemy: ANGER .	A city with a Greek aesthetic, less illuminated.
3	Capital of Behn Geance	Defeat AGONY . Gain permanent attack buff.	Enemy: AGONY .	City with Japanese aesthetics, less illuminated.
4	Fortaleza de Wrath'er	Defeat REVENGE . Choose one of the 3 upgrades above.	Enemy: REVENGE .	Seville square, without lighting.
5	Final fight	Defeat PURE EVIL .	Enemy: PURE EVIL .	-

FLUJO DE JUEGO PRINCIPAL



INTERFAZ DE USUARIO



- 1- Mejoras
- 2- Puntos de vida
- 3- Puntos de vida de jefe (si hay)
- 4- Puntos mágicos

CONTROLES PRINCIPALES



K – Espada

L – Ataque Mágico

NARRATIVE DEVELOPMENT

PERSONAJES PRINCIPALES

Name	Type	Time of appearance	Function
"The boy"	Protagonist	The whole game	It will be the character that we will control throughout the course of the game.
Jahn	NPC	The whole game	One of the members of the Light, "the magician". During each run, their function will be to give you new gifts each run, which will condition the course of the runs.
Akis'ha	NPC	The whole game	One of the members of the Light, "the swordsman". During each run, their function will be to give you new gifts each run, which will condition the course of the runs.
Mortis	NPC	The whole game	One of the members of the Light, "the man who had attained eternal life." During each run, their function will be to give you new gifts each run, which will condition the course of the runs.
Lait'In	NPC	The whole game	One of the members of the Light, "the man who was able to move like lightning." During each run, their function will be to give you new gifts each run, which will condition the course of the runs.
A-Hision	NPC	The whole game	One of the members of the Light, "the child who was able to speak and understand all languages." He will give you advice every time you talk to him, as well as explain certain mechanics and controls as you get further in the runs
VENGEANCE	NPC	1/4 of the run	First ENTITY you meet. Once you defeat it, you can move on to the next phase.

ANGER	NPC	2/4 of the run	Second ENTITY you find. Once you defeat it, you can move on to the next phase.
AGONY	NPC	3/4 of the run	Third ENTITY that you find. Once you defeat it, you can move on to the next phase.
FEAR	NPC	4/4 of the run	Fourth ENTITY that you find. Once you defeat it, you can move on to the next phase.
Al-Hesio	NPC	End of each run	The initial god, every time you finish the run, will give you a permanent buff, but he will not restore peace, as he is not determined that this is the best
PURE EVIL	NPC	End of each run	Final boss that you must face to give a run for conquered. It arose when Al-Hesio shed all his darkness

GAME UNIVERSE

When the world's flame created the different worlds, all were endowed with unique qualities that would be shared among them: living beings, gods, a heaven, a hell, etc. However, there was one world devoid of all these—**SAVELLI**.

In this world, only one being was created, **Al-Hesio**, who was granted every imaginable power. He was neither good nor evil—he simply was. However, this solitude gradually corroded his heart as time passed. Unaware of any other way to live, he didn't know how to feel better; he simply wasn't happy.

After about 100 years, once he had mastered his powers, he prepared to change his life and **SAVELLI** forever. Recognizing the part of himself that caused his suffering, he simply got rid of it.

Thus, the god who was once neutral became good, and all the evil took on a corporeal form. The sole purpose of this **PURE EVIL** was to destroy **Al-Hesio**, nothing more. After an initial confrontation, with 100 fewer years of experience, the **PURE EVIL** was defeated. But as **Al-Hesio** embodied pure goodness, he ultimately spared its life.

For many years, **Al-Hesio** lived peacefully and happily, but alone. However, the **PURE EVIL** had a long time to prepare, and it devised a plan to divide itself to increase its chances against him. This led to the birth of the **4 ENTITIES: VENGEANCE, WRATH, AGONY, and FEAR**. With no other pursuit, **Al-Hesio** trained his powers over time. Thus, when the **4 ENTITIES** attacked, they were crushed by **Al-Hesio's** might.

However, this battle ignited a spark in **Al-Hesio** that would change the world's destiny forever. He realized he didn't have to be alone anymore. He envisioned a world full of life, where no one would suffer, where everyone would have companions, and where the experiences of all living beings would become part of him, granting him not just one fulfilling life but infinite ones.

Determined to step into the background, **Al-Hesio** planned to connect the minds of all living beings to his own. However, this absolute goodness, a part of **Al-Hesio**, took its toll not only on him but also on the other living beings. The **4 ENTITIES** returned, knowing they couldn't confront **Al-Hesio** directly. They waited until the ritual began and interfered.

By the time **Al-Hesio** realized it, it was too late. He could only ensure that the influence of the **4 ENTITIES** would affect just one species, to which he granted incredible intelligence and an extraordinary will to survive. He called this species HUMANITY, and they were tasked with fighting for the planet's well-being and eliminating the **4 ENTITIES** once and for all.

Thus, humans received, alongside **Al-Hesio**'s gifts, the negative thoughts carried by the **4 ENTITIES**, who would live among them for the rest of time.

Humans created a religion based on the few memories they had of **Al-Hesio**, praying to him for eternity without knowing he had lost 99% of his powers. Yet this power hadn't simply vanished; it had been bestowed upon humans. Some were born with magical abilities, others with skill in weapons, and some with exceptional intelligence.

However, this wasn't enough to stop the **4 ENTITIES**. Initially weakened, they regained strength with every human they corrupted. Corrupting humanity was challenging in many cases, so it took them about 1,500 years to regain their power. Then, the **4 ENTITIES** ravaged the world, destroying everything humanity had built.

Outmatched, humanity placed its hope in the source of **Al-Hesio**'s strength. Yet, he couldn't hear their call, as he had never possessed the ability to communicate with humans. Desperately, humanity devised a plan.

They gathered the five most powerful people on the planet: a mage (Jahn), a swordsman (Akis'ha), a man who had achieved immortality (Mortis), a man who could move like lightning (Lait'In), and a boy who could speak and understand all languages without learning them (Al-Hision). These individuals were sacrificed in **Al-Hesio**'s name. However, the result wasn't what they had hoped for. From then on, these five would be known collectively as THE LIGHT.

From the altar of the ritual, no almighty god appeared. Instead, a newborn child emerged. This wasn't enough to extinguish humanity's hope. They trained the child, who became a lethal weapon, knowing nothing else but to eliminate the evil plaguing the world.

Thus, the boy set out to confront the **4 ENTITIES**, defeating them and their followers by any means necessary. He would spare no one undeserving of life and wouldn't stop until he succeeded.

NOTES: Capitals: **Wrath'er**, **Behn Geance**, **Ahgon I y Fir**.

Synopsis: Born from a sacred ritual with the aim of ending the **4 ENTITIES - REVENGE, ANGER, AGONY AND FEAR** - a boy must cross the kingdoms that have fallen under the yoke of these.

To achieve this, he must make use of the powers and aids that **THE LIGHT** gives him. You should try as many times as necessary, no matter how many times you fail. In this way, **Al-Hesio** will once again be one and the natural order of things will be restored.

ENDING

Each time you defeat the **PURE EVIL**, [Al-Hesio](#) will be closer to wanting to return to his old position. However, it will be increasingly difficult to finish "a run". Once this condition of finishing the game a certain number of times is fulfilled, [Al-Hesio](#) will merge with evil and disappear from this world forever, or not...