The Ink project

Imagine a game where you have almost limitless ability to create your own spells.
where you experience true crafting.

Imagine a game where you travel across
a world of timeless stories.

State of the art

Nowadays...

- Games that involve magic only allow for limited configuration.

- They tend to revolve around a generic-fantasy setting.

- Few have educational value.

The Ink project

A True spellcrafting-based rogue-lite set in a world of literature

- Spells are crafted using a unique language.
  - "To configure" or "To combine" no longer have any meaning.

- Featuring a setting based on literature and imagination,
  - No classic magic or fantasy.

- Where one can learn about literature while having fun.

- Multiplayer.

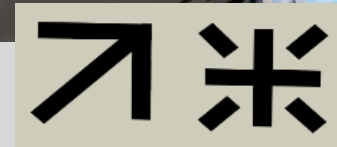- PC, console and mobile + DLC.

- 20+ hours of play per Story pack*.

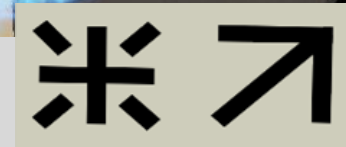** See "The plan" section. There will be 3 story packs.*

True spellcrafting-based

- The core mechanic is the creation of new "spells" by combining glyphs.

- Using a unique language based on collectible glyphs. For example:

The projectile glyph

The projectile glyph followed by the explosion glyph

The explosion glyph followed by the projectile glyph

Rogue-Lite

- Players must attempt to clear passages.

- Defeat means starting over.

- Experience is gained by players mastering gameplay.

- Frustration is prevented through a catch-up system that gradually increases power with attempts.
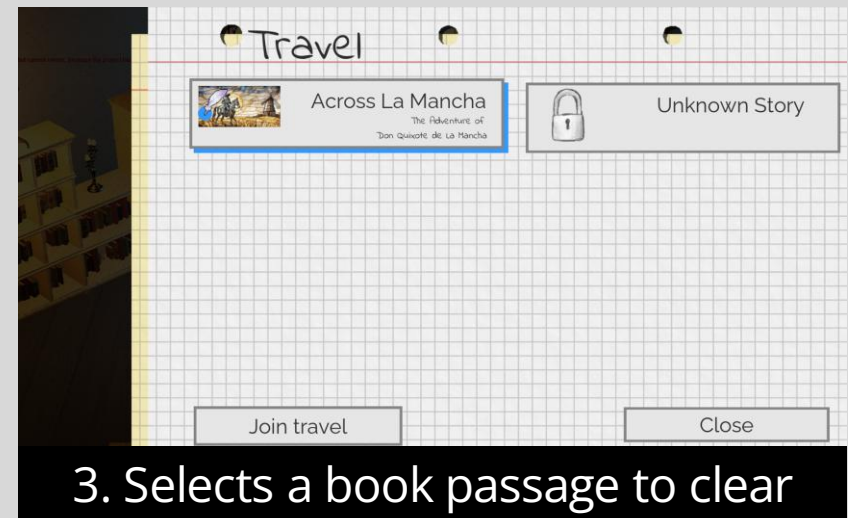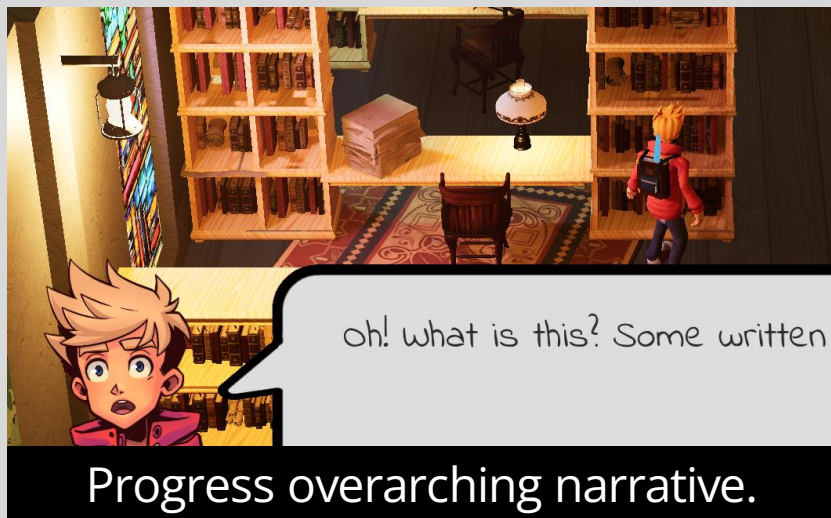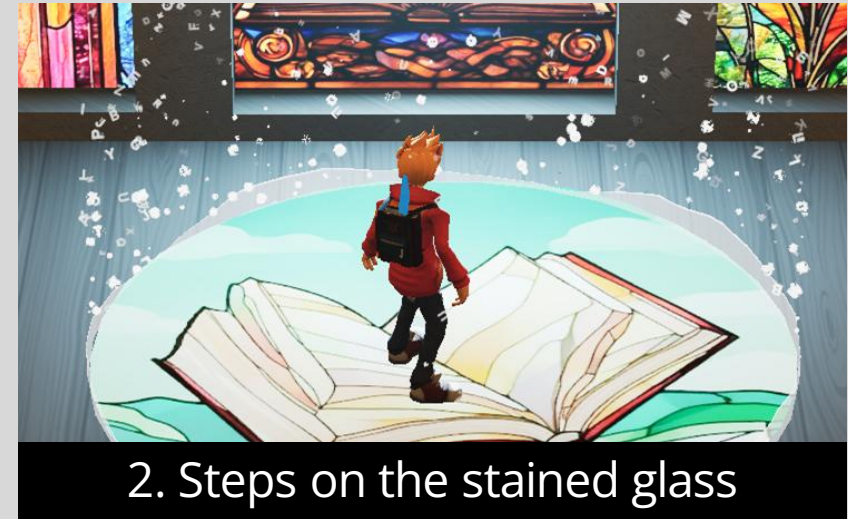
Literature world

- Each passage is themed around a classic literature piece.
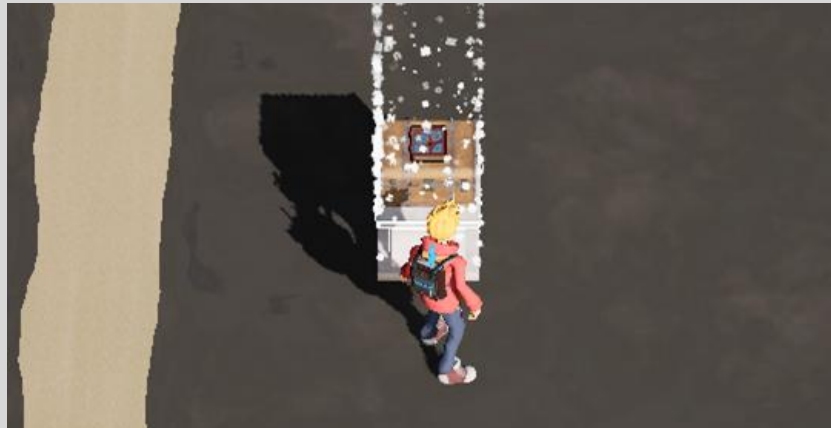- NPCs are famous authors and story characters

Game loop

Game loop: Story Phase

1. Player begins at the central level
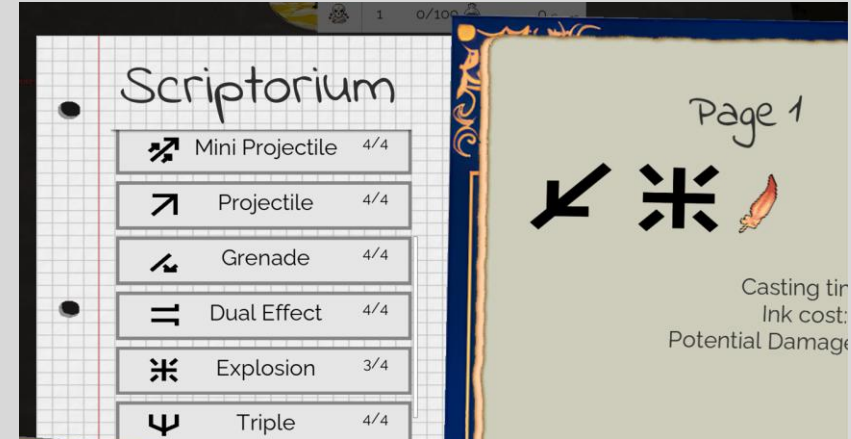

2. Steps on the stained glass

oh! what is this? Some written

Progress overarching narrative.

Travel

Across La Mancha
The Adventure of
Don Quixote de La Mancha

Unknown Story

Join travel

Close

3. Selects a book passage to clear

Game loop: Action Phase

4. Collects new phrase elements

5. Prepares his phrases (spells)

Scriptorium
- Mini Projectile 4/4
- Projectile 4/4
- Grenade 4/4
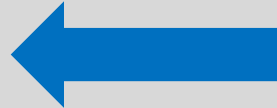- Dual Effect 4/4
- Explosion 3/4
- Triple 4/4

Page 1
Casting tim
Ink cost:
Potential Damag

Player chooses:
A. Rest/Gear up?
B. Battle again?
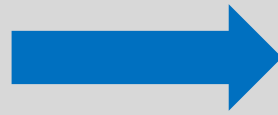C. Face the guardian?

6. Battles enemies

Game loop: Action Phase

- Players collect *dark Ink* each time they defeat an enemy

- Resting/expanding repertoire costs *dark Ink.*

- Facing the Guardian also requires *dark Ink*. The run finishes successfully after defeating it.

- Consecutive battles increase the amount of *dark ink* obtained, but also increase difficulty.
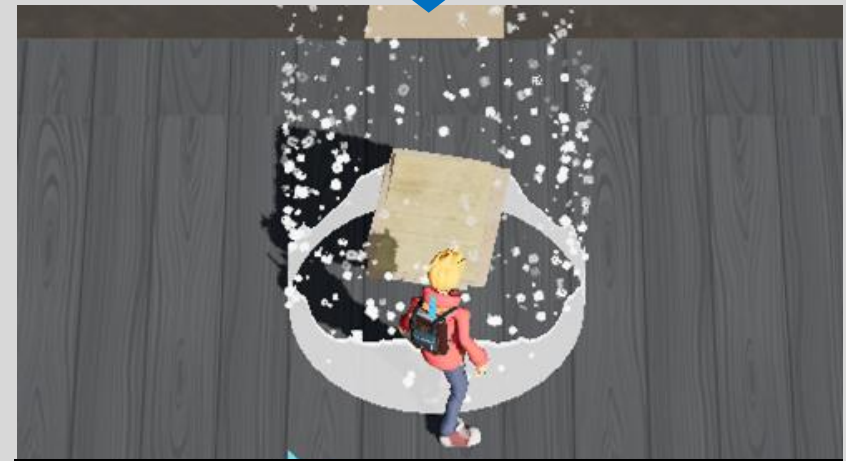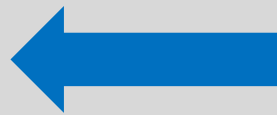
Game loop: Action Phase

7. Player decides to face the guardian.

8. And defeats it.

9. Collects the final treasure.

10. Repeat!

Game loop

- Should players be defeated, they need to start the passage over.

- Successfully defeating the guardian makes the story advance and unlocks new books to enter into.

- Time spent playing will always improve the main character's power.

game design
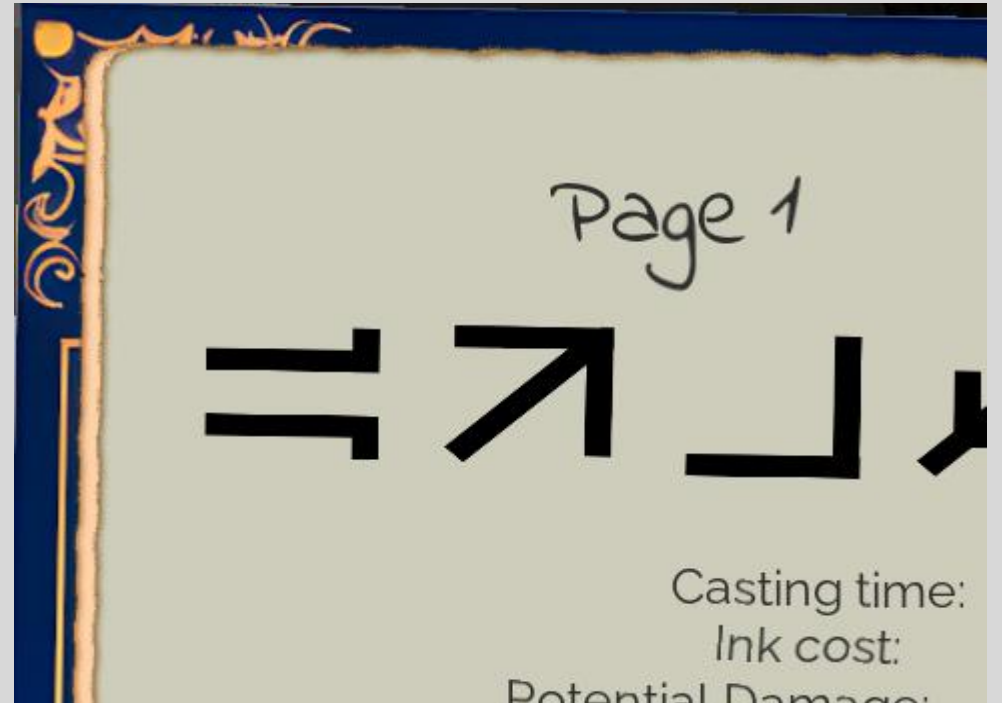
Main motivation pillars

Action - Destruction

Skill-based battles with plenty of enemies to defeat.

Mastery - Strategy

Page 1

Casting time:
Ink cost:
Potential Damage:

Craft spells ahead of time, considering upcoming battles.

Secondary motivation pillars

Creativity – Discovery

Collect and tinker with glyphs and artifacts. Travel through classic novels.

Immersion - Story

Narrative arc about the importance of stories and creativity.

Story

Lázaro, your average teenage student, is transported to a mysterious place, the Library at the end of tales, where he is tasked to defeat an enemy that is consuming all of human literature.

He enters into stories he wants to protect, meeting characters and authors in the process, and defeating the evil spawn that want to consume and destroy human masterpieces.

videogame inspiration

- Hades
- Chants of Sennar
- Twin stick shooters
- Rogue legacy
- Elder scrolls
- Disgaea
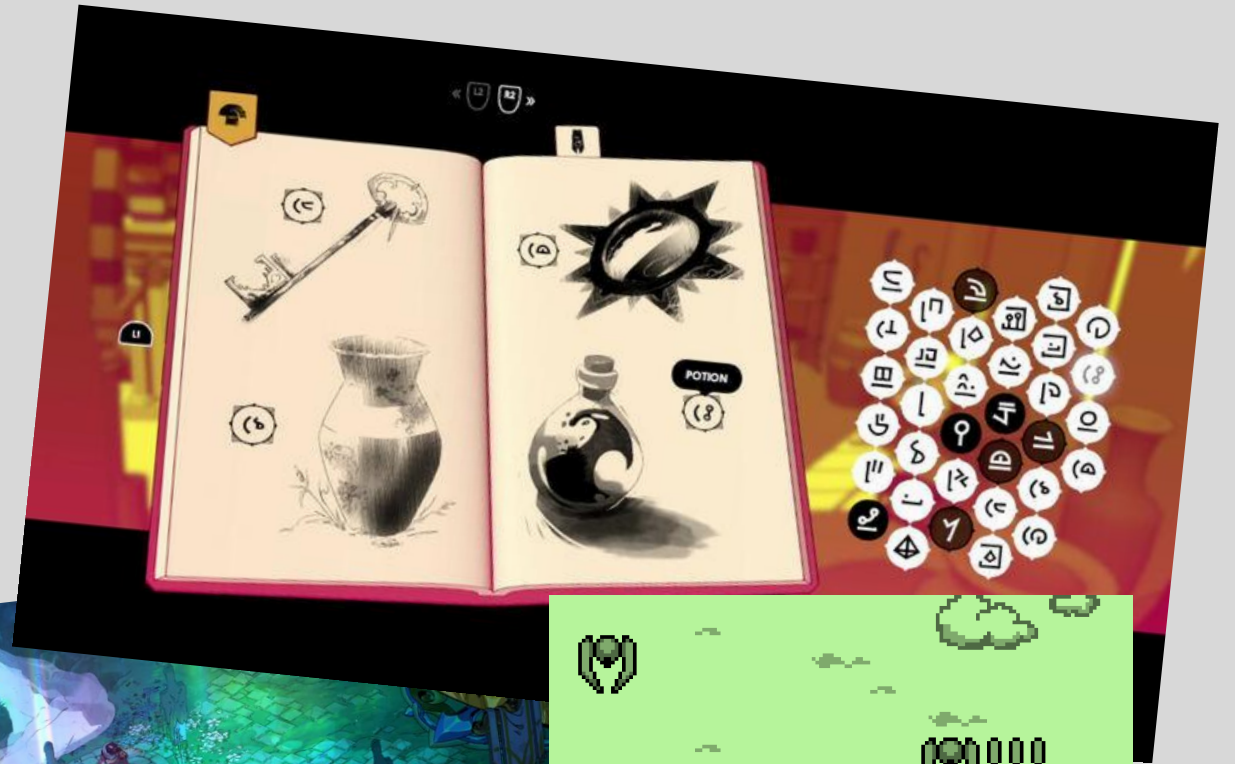
Who is this game for?

- **Main target. Teens and adults.**
  - Age 12-40.
  - Demographic: All.
  - World-wide.
  - They play either alone or with online friends.

- **Secondary target: Parents and kids**
  - Age 35+ (parents), 10+ (Kids)
  - Demographic: All.
  - World-wide.
  - They play together (same device/network).
    - Parents value educational value.
    - Kids enjoy the fun.

Current status & next steps

where are we?

- 70% core game mechanics implemented.

- Seamless multiplayer integration.

- Limited level component set for procedural generation.

- Early art direction.

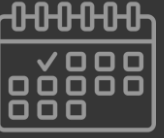- Initial difficulty balance.

- Currently PC-only.

Next steps

- Create a multidisciplinary team.

- And expand game mechanics.

- Continue multiplayer development.

- Improve game design and balance.

- Write the story.

- Add content (enemies, glyphs, relics, level variation, customization)

- 12 months from start

- Stores/Platforms

- Single player experience
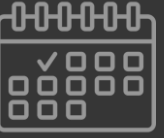
- Content

   Story Pack 1
  - Don Quixote
  - Pride and prejudice
  - The Art of War
  - Exaltation of Inanna

- 16 months from start

- Stores/Platforms

- Single-device multiplayer experience

- Content
  - Story Pack 1

    Story Pack 2
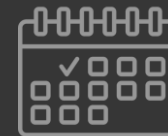   - The fall of the house of Usher
    - The tale of Genji
    - War and Peace
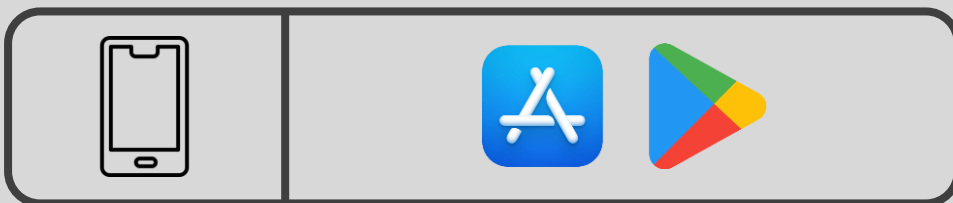   - Frankenstein

    New Paid DLCs
    - One thousand and One Nights
    - Sappho's poetry

- 20 months from start

- Stores/Platforms

- Online multiplayer experience

- Content

  📖 Story Pack 1

  Story Pack 2

  Story pack 3
  - The catcher in the rye*
  - One hundred years of solitude*
  - Tirant lo Blanch
  - Journey to the West

  New Paid DLCs
  - Romeo and Juliet
  - Call of Cthulhu*

May need licensing

Monetization

Monetization

- *$15-$20* premium install.
- $2-$5 per DLC.

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- $2-$5 per DLC.

- *Free with ads* on Mobile.
- DLC purchases may remove ads.
- $2-$5 per DLC.

Why Project Ink?

Key points

- Viable in 12 months.
- Innovative setting and mechanics.
- Multiplatform.
- Experienced team in Barcelona area.
- DLC scaling integrated into plan.
- 20+ hours of engagement per story pack.
- Educational value.

What we will need help with?

- Marketing & Publishing

- QA

- Funding

References

- Exaltation of Inanna:
  - https://es.wikipedia.org/wiki/Enheduanna

- Quantic foundry
  - https://quanticfoundry.com/

- UPC. Universitat Politècnica de Catalunya.
  - https://www.upc.edu/en

- Escola Joso, Barcelona
  - https://escolajoso.com/en

Humanity is not perfect.

But there is something we should be proud of:
our stories.

The Ink project is a ode to this.

A positive reminder that we can still do beautiful things.

And that we should cherish them.