



A Paper Tale - Game concept

Fact sheet

- **Genre** – Metroidvania, action-adventure, platformer
- **Style** – Paper, dark, melancholic (2D)
- **Modes** – Single-player
- **Platforms** – PC, PS5, Xbox X/S, Nintendo switch (1 & 2)
- **Playtime** – 10 hours

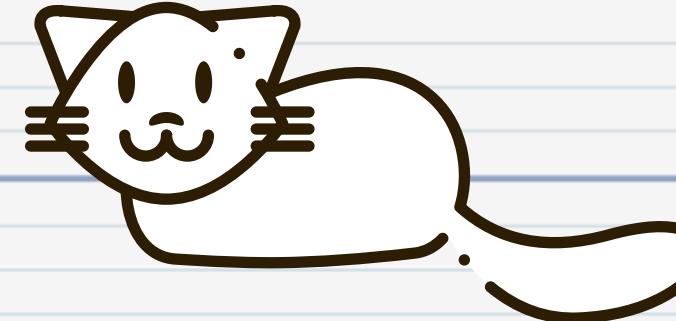


Synopsis

You were living a peaceful life as a small drawing in a **notebook** with your **companion**, until someone tore off a piece of the page and your companion was **thrown into the trash**! Do everything you can to find them, and **journey** through the world to be **reunited**.



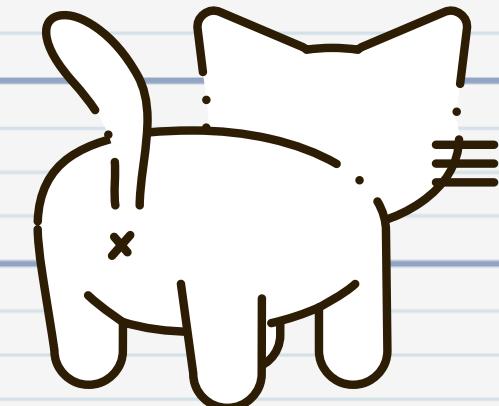
Pillars



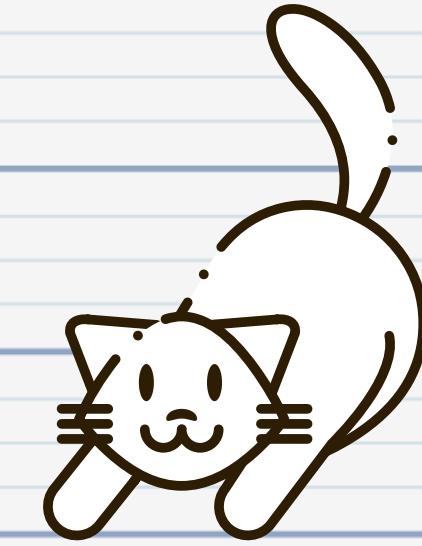
Fight



Explore



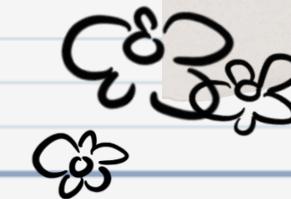
Resource management



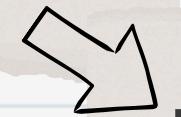
Puzzle solving

Core gameplay

Explore the map



Fight ennemis



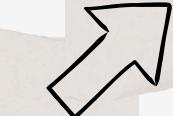
Free prisoners



Collect rewards



Defeat a mini-boss



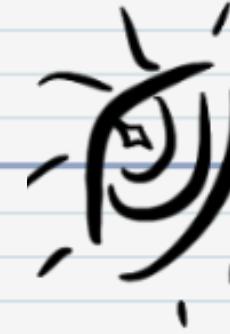
Proceed to the next level



3C

Camera -

- Side scroller
- The camera follows the player's position dynamically



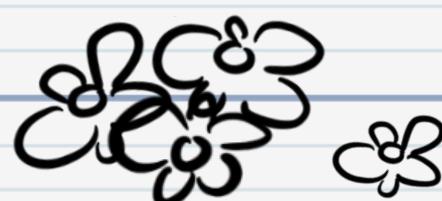
Character -

- A hand-drawn cat sketch 
- Can: Move (left/right), sprint, jump, swim, basic/tail/weapon attacks, skill, ultimate, pick up & equip items, push/pull/place objects, open & manage inventory, use items, open map, navigate, interact with environment, die

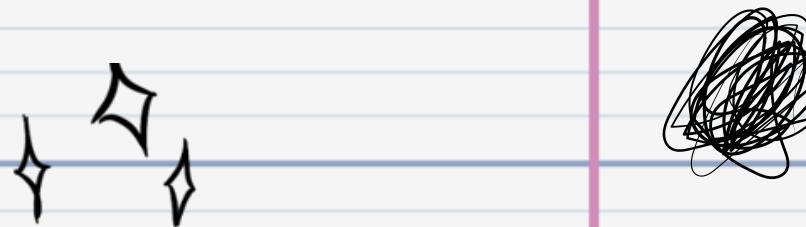


Controls -

- Classic PC controls: (Right click – Select, Left click – Basic attack, ZQSD – Movement, Escape – Pause menu, E – Inventory, F – Pick up item, A – Skill, R – Ultimate)...



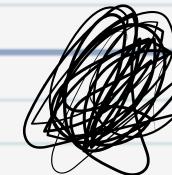
Intentions



Fun – Challenging “hard fun” gameplay focused on exploration, puzzles, secrets, and boss fights.



Message – A symbolic narrative about gender inequality and female empowerment, told through a woman’s drawings and a female cat sketch saving its companion, subverting classic fairy-tale tropes.



Form – Stylized 2D game with strong environmental storytelling, minimal dialogue, and a focus on exploration and interaction.



Feeling – Discovery, power, determination.

Mechanics



Ultimate gauge



Ennemis exemple



Final boss

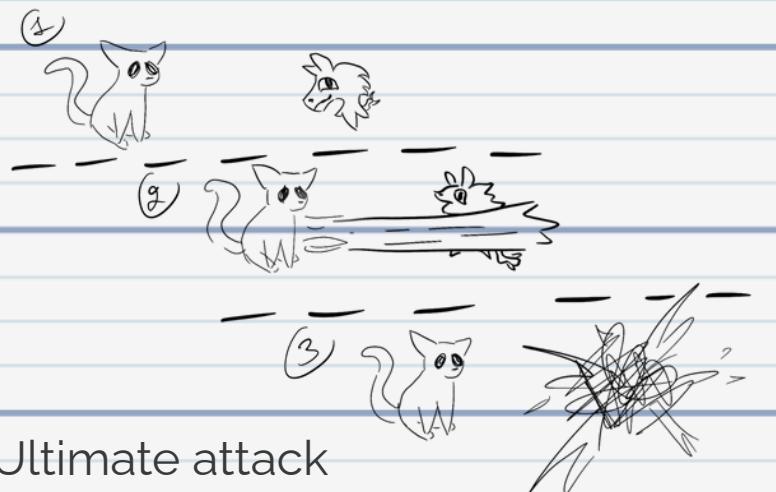
Player

- Health system: 3 hearts (quartered), +1 heart per zone cleared
- Collision-based damage detection
- Death system: non-critical items drop on death and persist for one run; dying again deletes them. Critical items (tools, weapons, lore) are permanent



Combat & Abilities

- Basic attack (tail), weapons unlocked later
- Special skill: ink liquefaction allowing dodge & speed boost
- Ultimate: correction tape trapping and killing enemies; charged by combat or freeing prisoners
- Mini-boss at the end of each level, final boss at the end of the game



Ultimate attack

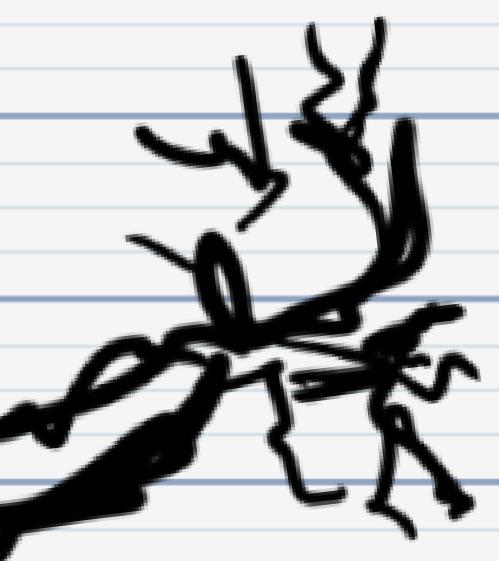


Ultimate attack



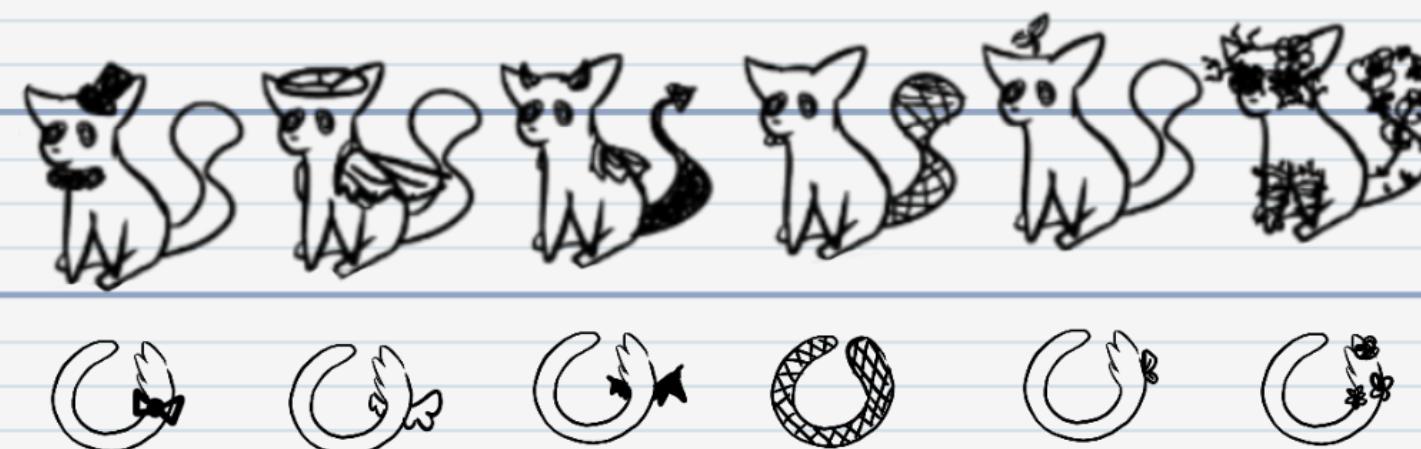
Progression

- Equipment upgrades via item combination
- Power Orbs gained by defeating zone bosses, each granting a unique ability with cooldown
- Inventory with categorized items (weapons, consumables, objects, skins, lore...)



Quests & Rewards

- Main quest visible in inventory UI; secondary quests listed below
- Randomized chests after combat (items, weapons, skins)
- Achievements tied to player actions



Skins (Character & Ultimate gauge)

Win / Lose



Win

- Main ending: save the companion
- Secondary completion: unlock all lore, areas, and key items

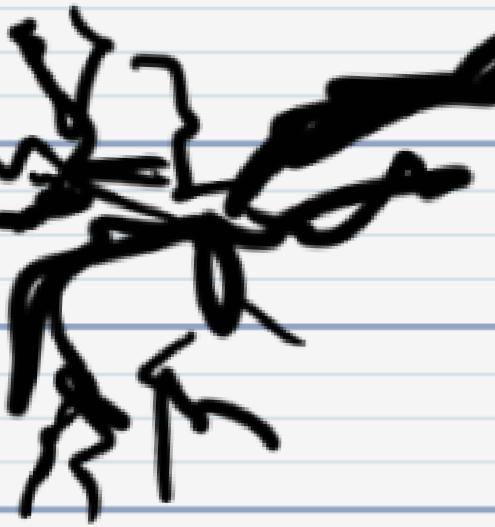
Lose

- Player death
- Bad ending: final boss kills the companion



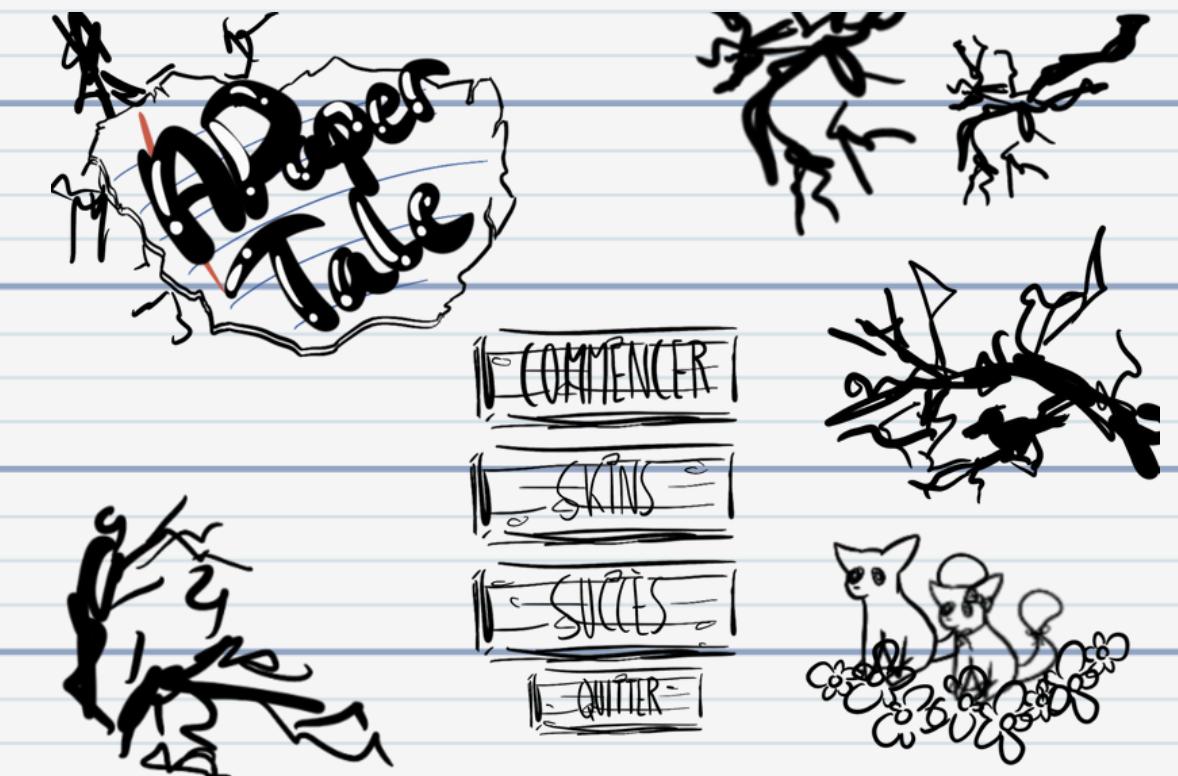
Level design

- Paper notebook world where drawings reflect the psychological state of their creator
- Tutorial + 6 procedurally generated dungeons, each with 5 rooms
- Environmental storytelling, minimal dialogue
- Prisoners (living drawings) to free for rewards and ultimate charge



UI

- In-game HUD: HP, ultimate gauge, skill halo
- UI includes main menu, pause menu, inventory + quest log



Main menu wireframe

Art direction

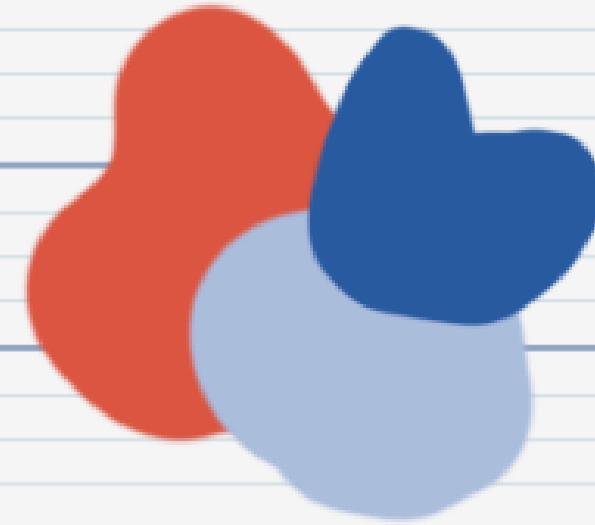
Art

- Hand-drawn paper aesthetic
- Dark, melancholic, ink-based visuals
- Living sketches inside a notebook

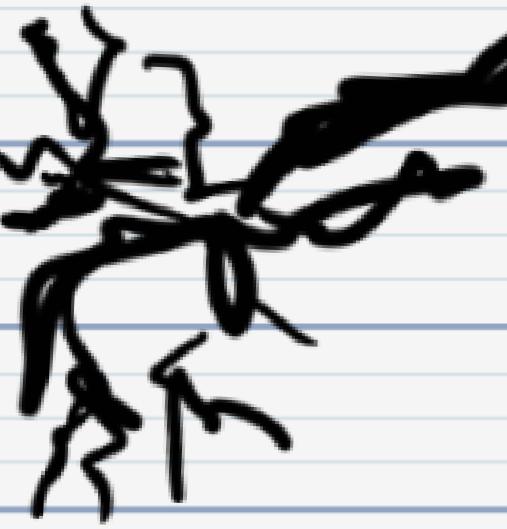


Sound Design

- Soft, calm music at the beginning
- Gradually becomes tense and oppressive as the world darkens



Marketing

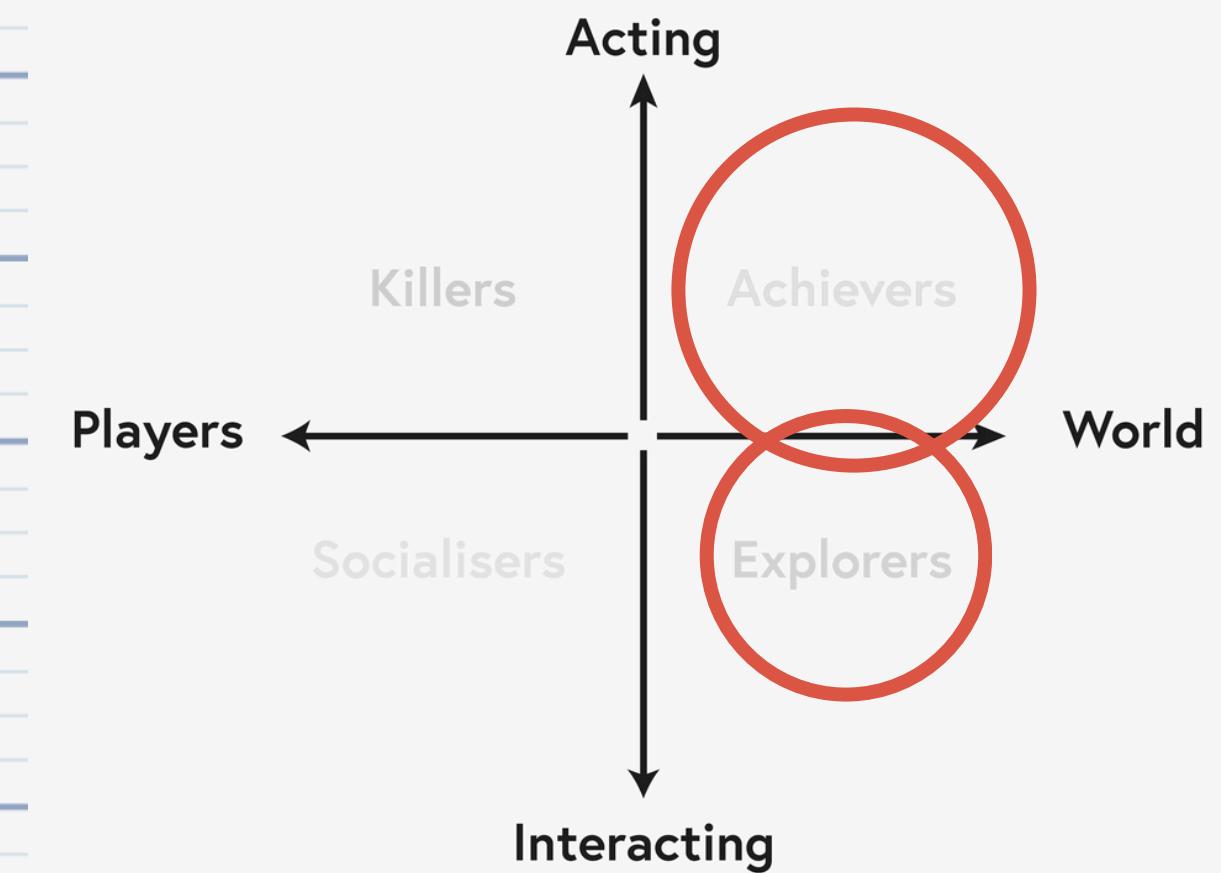
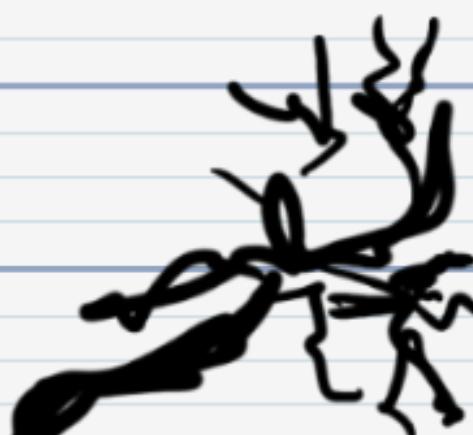


USP

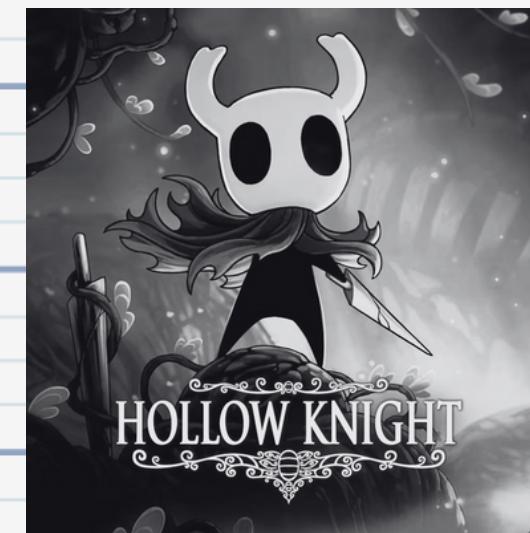
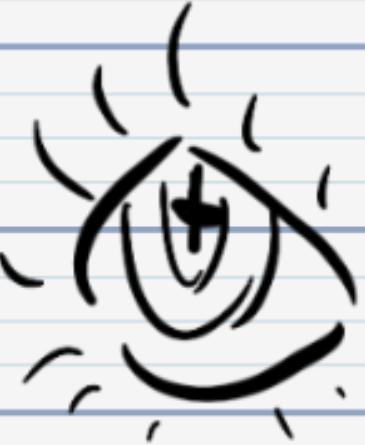
- Ink liquefaction mechanic : Transforming into ink to evade, traverse, and explore the environment in unique ways.

Target Audience

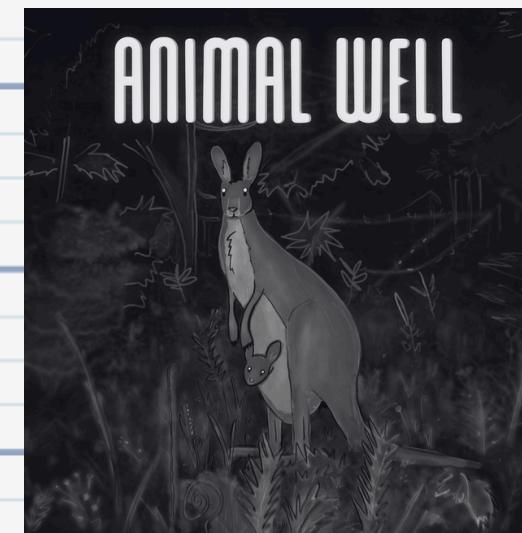
- Players aged 16–35
- Fans of Metroidvania, narrative indie games, and symbolic storytelling
- Players who enjoy challenge, exploration, and environmental narrative



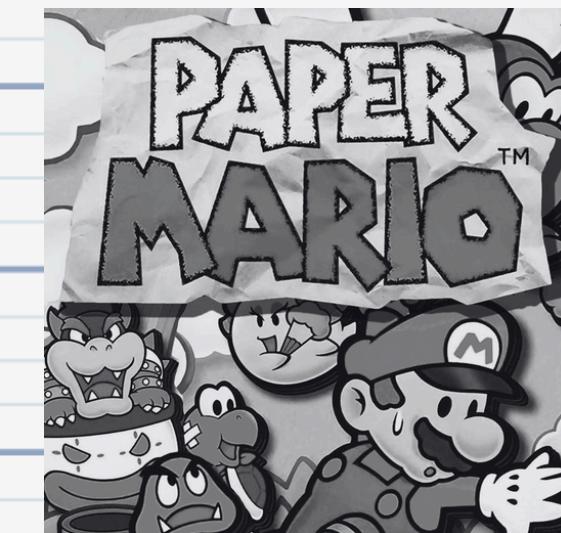
References



Combat &
Camera



Exploration &
Secrets



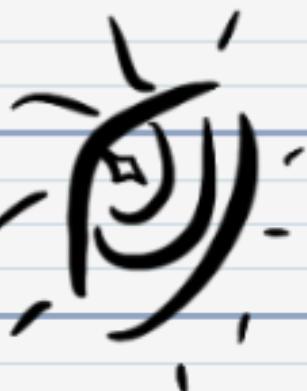
Visuals



Prisoners



Ink mechanic





Imane Zougagh - 2025