Ascension! ①

Dorian Souc

The player picks a class and ventures into the dungeon. Behind each door waits a boss with its own patterns, strengths and weaknesses. Defeating a boss opens the next door and grants a bonus that modifies one of the character's spells. Bosses that defeat the player come back stronger, until the player has beaten them all.

Boss battles only ③

- Diverse boss patterns
- Defeated bosses never come back
- Bosses get stronger as you progress

Tactical

- Turn-based, on a square-grid playground
- The environment affects gameplay
- Every attempt powers up both you and the boss

High gameplay variety

- Several character classes, unique spells
- Bosses drop bonus items
- High combinatorial potential

Target platforms: PC / PlayStation / Xbox

② Target interests

Roguelite · Tactical / Boss fights

HADES · Dofus · Slay the Spire

Core Loop ④

