



ECHOES

EDWARD CHENG

ESSENCE

Isometric roguelike with **no attack button!**

- Attack enemies by **dashing** to Fae Runes.

Journey as Beira, the amnesiac fae queen

- Regain memories from your corrupted subjects.
- Explores healing and **finding self-love in a kingdom that blames you for its fall.**



INSPIRATION

VAMPIRE SURVIVORS



Indirectly damage through
Mobility



CELESTE



Interact with the world using your
Dash

KEY MECHANIC - RUNIC DASHING

Pause Game
Esc (PC)
Start (Console)

Goal: Find and Defeat All Enemies

→ Towards a Rune.
Notice the Rune glows.

When the Rune is glowing, if
Left/Right Trigger (Console)
Space (PC)

Move Using
Left Stick (Console)
WASD (PC)

This game is designed for mainly Console. If
you can, I highly recommend using a
controller

200
HP

Point at a Rune and Dash to it

KEY MECHANIC - RUNIC DASHING

Pause Game
Esc (PC)
Start (Console)

Goal: Find and Defeat All Enemies



200
HP

Damage enemies by dashing through it!

KEY MECHANIC - RUNIC DASHING



You can ONLY dash to
Runes

Damage enemies by
dashing through them

You cannot choose the
locations of Runes

RUNIC DASHING IS FUN

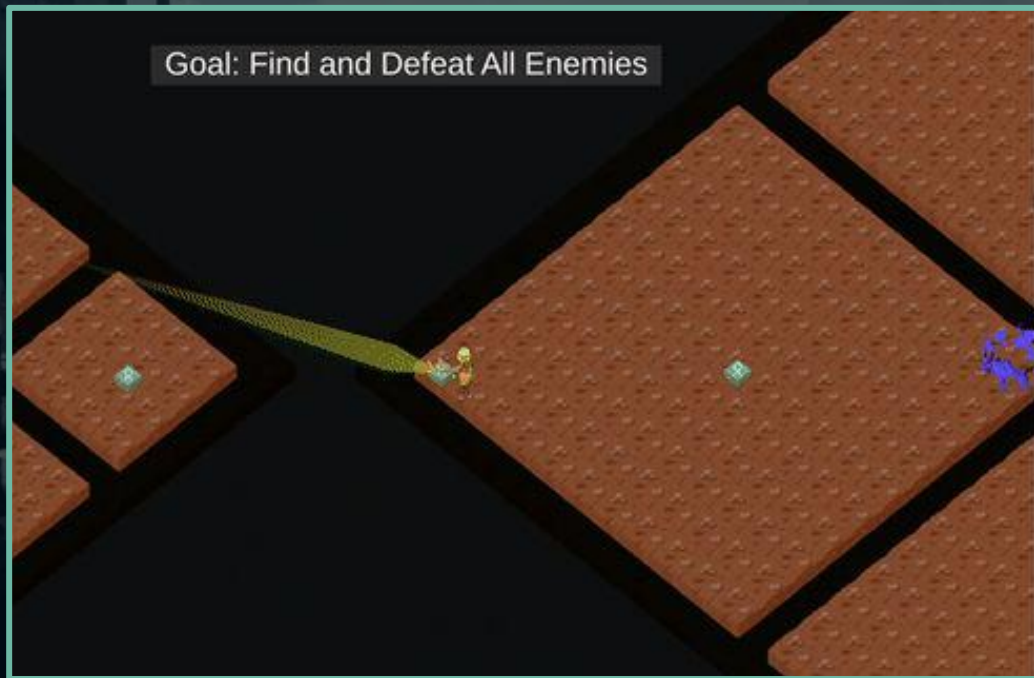
Fights **feel fresh**

- Different strategies for each area
- Cool to discover new ways to attack

Each fight is a **mini-puzzle**

- How do I damage an enemy?

Feels tense and cathartically rewarding



Notice how players have to align themselves to attack the enemy

THE TRAGEDY OF EILE

Play as Beira, the **amnesiac fae queen of Eile**

→ Both are echoes of their former selves

Beira must **retake her memories** from her **former corrupted subjects**, or else remain an **empty echo forever**

After every run, she slowly regains her memories

- She gave too much of herself away
- Destroying her along with her kingdom

Can she **learn to forgive herself** for what happened?



The fae are personifications of nature, inspired by Celtic mythology

WHY SHOULD YOU PICK ECHOES?

Playable **6-minute** vertical slice

Base game is **simple** and **expandable**

Own a feature to show-off on **resumes**



Prototype feels exhilarating — You have to wait and use your environment to beat fights

I WANT YOU AND YOUR CREATIVE VISION

THE FINAL PRODUCT WILL BE

A polished demo with

- 5 minute runs
- 5-8 power-ups
- 3-5 enemy variants
- 10-15 rooms
- 2-3 hazards
- Meta-progressing narrative



Imagine Tartarus from Hades

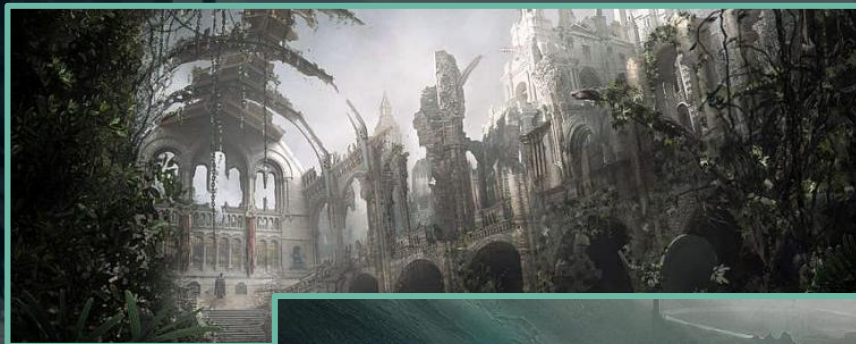
WE WILL MAKE THE BEST AGP!!!

I NEED 5 ARTISTS



Who can draw

- Isometric Environments
- 2D Backgrounds
- Concept Art
- 3D Character Modeler
- Tech Art



*Gothic Dark Fantasy with
paint influences*



YOU SHOULD JOIN ECHOES

<https://forms.gle/Ps1qB3fM12qBMGWB6>

I NEED 2 DESIGNERS



Who want to prototype

- Power-Ups
- Enemy Behavior
- Level Design

We will do tons of Usability testing



*Example Power-Up: Collect a Power-Up that makes your dash spawn walls.
Bashing walls into enemies massively damage them*

YOU SHOULD JOIN ECHOES!!!

<https://forms.gle/Ps1qB3fM12qBMGWB6>



I NEED 3 PRODUCERS

Who are willing to

- Yell at me about scope
- Get involved with everyone

Bonus points if you're MFA



Unrelated GIF: Poison cancels your dash and damages you.

YOU SHOULD JOIN ECHOES!!!

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I NEED 3 ENGINEERS



Who are down to try

- Enemy AI
- Randomization
- SOLID Design
- Event-Driven Programming

If you don't know, I can teach you



YOU SHOULD JOIN ECHOES!!!

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TEAM == 21



1 Director



5 Artists



3 Engineers



3 Producers



2 Designers



1 Usability



1 Narrative



2 UI/UX



1 QA



2 Audio

WHO AM I?

- CS Games Junior -> Senior
- Lead Designer for Neon City AGP
- Lead Engineer for Cleaner MFA
- Gameplay Engineer Intern at Treyarch
- Event Coordinator of MEGA
- Got 22/26 Golden Strawberries in *Celeste*



I love Pokemon and staring at the sun

ECHOES

EDWARD CHENG

APPLY HERE →

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FULL VIDEO DEMO



[VIDEO LINK](#)

[BUILD LINK](#)