AIMING FOR HIGHER

Insurmountable

Introduction

Insurmountable is an arcade style climbing game with procedurally generated routes that never repeat themselves.

It features a gripping single player campaign that has you exploring all corners of the globe while making sure not to fall to your (perma)death. It also has several adrenaline inducing local multiplayer modes for two to four players.

The target platforms are PC and console (Switch and PS4). One year of full time development remains.

Gameplay

Gameplay

The player uses the innovative control scheme to move the characters hands from one hold to the next while making sure to be as efficient as possible. You only have a limited amount of stamina to use in order to reach the peak.

Mechanics that reward skilled players are in place, but the game is still easy to pick up and play. Making this a game equally suited for playing on your own or together with friends.

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Adventure

Adventure

The single player campaign will have the player travel to mountain ranges all over the world, from the Czech Republic to Antarctica.

Careful players are able to completely avoid the permadeath aspect of the game by making sure to secure their rope to the wall at specific points along the route. As long as you fall within a certain distance from one of those points, you'll live to try the route another day. Running out of stamina, or missing a hold in the no-fall zone will result in your character tumbling to their death. In this case, the player's progress will be deleted and the player will have to start again from the first peak with newly generated routes.

No risk no fun!

No risk no fun!

The twist on the roguelike genre is that players never have to die.

Careful players will try routes several times while securing themselves before taking any risks. Skilled players will be those that find the right balance between risk and rationality and reach the peak in peace. Players that climb too carefully may never reach the top, as they'll waste too much energy clipping in to the bolts.

Locations

Locations

The various locations in the game have their own unique characteristics and challenges. Here are some of the possible locations:

- In Jordan sand clouds will obscure your field of view.
- Your hands will slide across the icy holds in Antarctica.
- Players will have to climb carefully to avoid falling rocks in Spain.
- You'll have to climb in a consistent rhythm to avoid the birds flying on Vietnam's peaks.

Jordan

12

Antartica

DESCENDERS

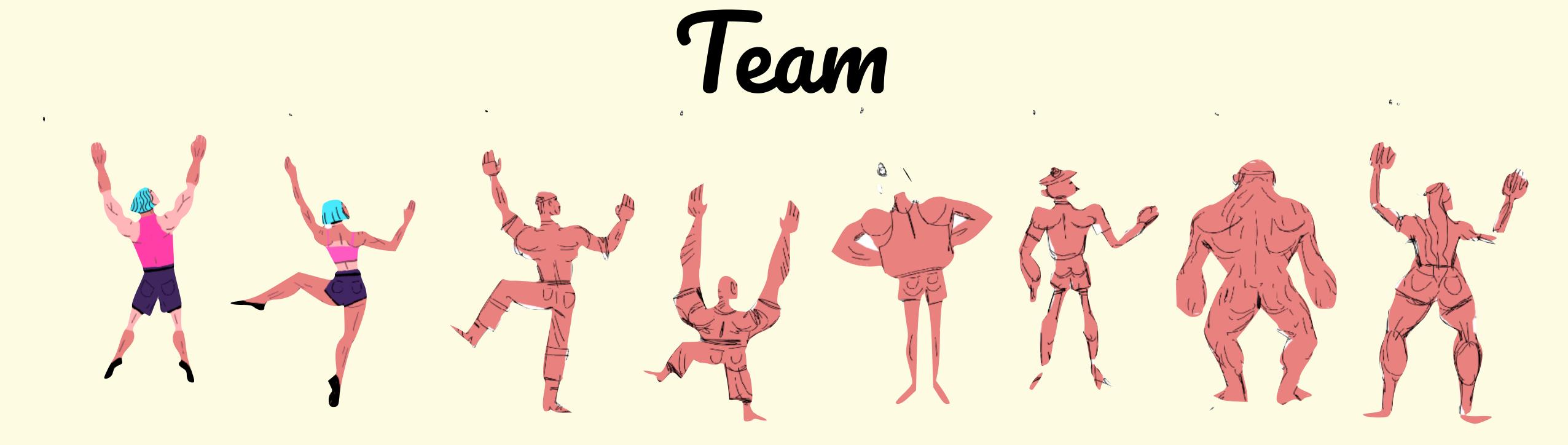EXTREME PROCEDURAL FREERI_ G

Reference Titles

Reference Titles

Descenders is a sports game with procedurally generated levels that appeals to both core gamers and mountain biking fans.

Towerfall is a fantastic game and reference title due to the fact that it's easy to learn, while still having enough depth to cater to competitive play.

Downwell is similar to Towerfall in that it introduces optional complexity without introducing more buttons. As a streamlined roguelike with vertical levels it's a great reference for Insurmountable.

Team

Team

Tristan Dahl is the game's programmer and game designer. As an enthusiastic climber I've dreamt of making this game for years. Over a five year career in game development I've worked on titles that have been released on PC, Mobile, Switch and PS4.

Based in Cologne, **Studio Huckepack** was founded in 2017 by Till Machmer & Friedrich Schäper with the ambition to bring quirky stories alive. Having worked for clients such as: Greenpeace, Cartoon Saloon, WDR, Suncreature, Parasol Island and Kilogramme Animation, they have built a portfolio showing their ability to work in different medias, styles and formats. They also develop their own original content. "Grandma's Pond" for instance, is a tv-special that received a "special mention" by the jury of the CEE animation festival in Trebon.

Development

Insurmountable

Danger! Don't fall!

25.11

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Development

A vertical slice of the game is available to download. Several different types of game modes and mountains with specific challenges have been implemented. The current state of the game answers the most important questions regarding doability, game design and fun.

Splitting the game's year long development into three sections I would plan to enter alpha after four months and beta after eight months of development, incrementally integrating testers in the process.

Next Steps

Next Steps

Thanks to a German funding body the game has already secured half of its 80k Euro budget! This budget includes all development costs leading up to the games PC release. The other half of the budget needs to be financed by you. Marketing, PR and console ports would also be under your care. A benefit of the state funding is that it would need to be paid back only after you have recouped your investment.

Budget

Insurmountable

Development	Design, Programming, Project Management	Tristan Dahl	12 Months at 3000€	36,000.00
	Art	Studio Huckepack	12 Months at 3000€	36,000.00
	Sound	External	4 Days at 250€	1,000.00
	Music	External	8 Days 250€	2,000.00
	Localization	External	Single payment	500.00
Marketing	Marketing	External	Single payment	2,000.00
Other	Transport / Accomodation		Single payment	2,000.00
Total				80 000.00
Funding Received				40 000.00

Get in touch

Get in touch

I've tried to keep things short here, but I have answers to all questions you might have, so please get in touch.

Email: dahltristan@gmail.com

Prototype: https://tristan-dahl.itch.io/insurmountable
(with password: "climbing")

Trailer: https://youtu.be/CNS5R8Fh9Yc

Thank you