

Disceñcia

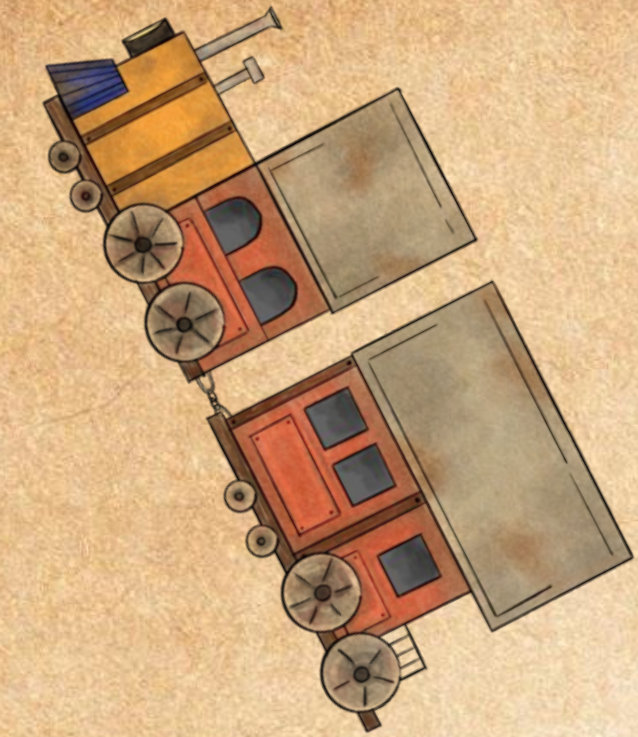
Elevator Pitch



Discencia is a top-down narrative-driven **Sokoban puzzle adventure** game where **time** is not just traveled through—it is manipulated, broken, and questioned, giving the player power to reshape reality itself and change the story as it's known. Through a mysterious steam-powered **train** capable of crossing **timelines**, players take the role of Thomas Von Der Zug, a **historian** obsessed with restoring his family's legacy.

Discencia blends over **100 sokoban-like puzzles** with progressively unlocked **time-related mechanics**. **Player decisions** shape the world, placing them in conflict with opposing factions ruling the world: the DayLight Institute and the Midnight Corps.

Beyond its mechanics, **Discencia** is an experience about responsibility, memory, and future. The game asks a central question: is it worth trying to fix the past, or is it better to build something new moving forward? aiming to leave players a clear message: time cannot be repaired—it must be **decided**.





Unique Selling Points



- **Core Gameplay: Time Is a Tool, Not a Gimmick**

Time-based mechanics are deeply integrated into **Sokoban-style puzzles**, forcing players to solve challenges by manipulating the time of objects, the velocity of the time, and manipulating cause and effect across **timelines**.

- **Player Agency: Every Action Shapes the Outcome**

By traveling through time, **players alter past events** that directly impact the future, changing both puzzle solutions and narrative outcomes.

- **Narrative Identity: A Story About Accepting Fate and Moving Forward**

The game delivers a **strong narrative** message about confronting the past, accepting irreversible events, and building a future through meaningful **choices**.



Technical specifications ✨

- **Game Title** : Discencia
- **Genre** : Narrative Puzzle / Sokoban-like
- **Platform** : PC (Steam)
- **Mode** : Single-Player
- **Status** : In Development (Prototype)
- **Playtime** : 10-15 Hours
- **Languages** : English, Spanish (LATAM)
- **Business Model** : Premium
- **Expected selling price**: \$10-\$15
- **Team** : 2-Person Indie Studio
- **Engine** : Godot
- **References** : Chrono Trigger, Fate/GO

Core Gameplay:

Narrative-driven progression through Sokoban puzzles, NPC interactions and decisions that uses **time manipulation mechanics** .

Target Audience:

People between 20-45 years that likes puzzles and histories about time travelling.





What we want from a publisher



Discencia is currently being developed during our spare time. Our goal is to evolve this concept into a fully commercial product through a structured and sustainable development process.

We are looking to partner with a publisher who can provide strategic and operational support in essential areas of development, including:

- Project financing
- Marketing and audience reach
- Localization for international markets
- Quality Assurance (QA)
- Visibility and distribution channels



Investment Plan

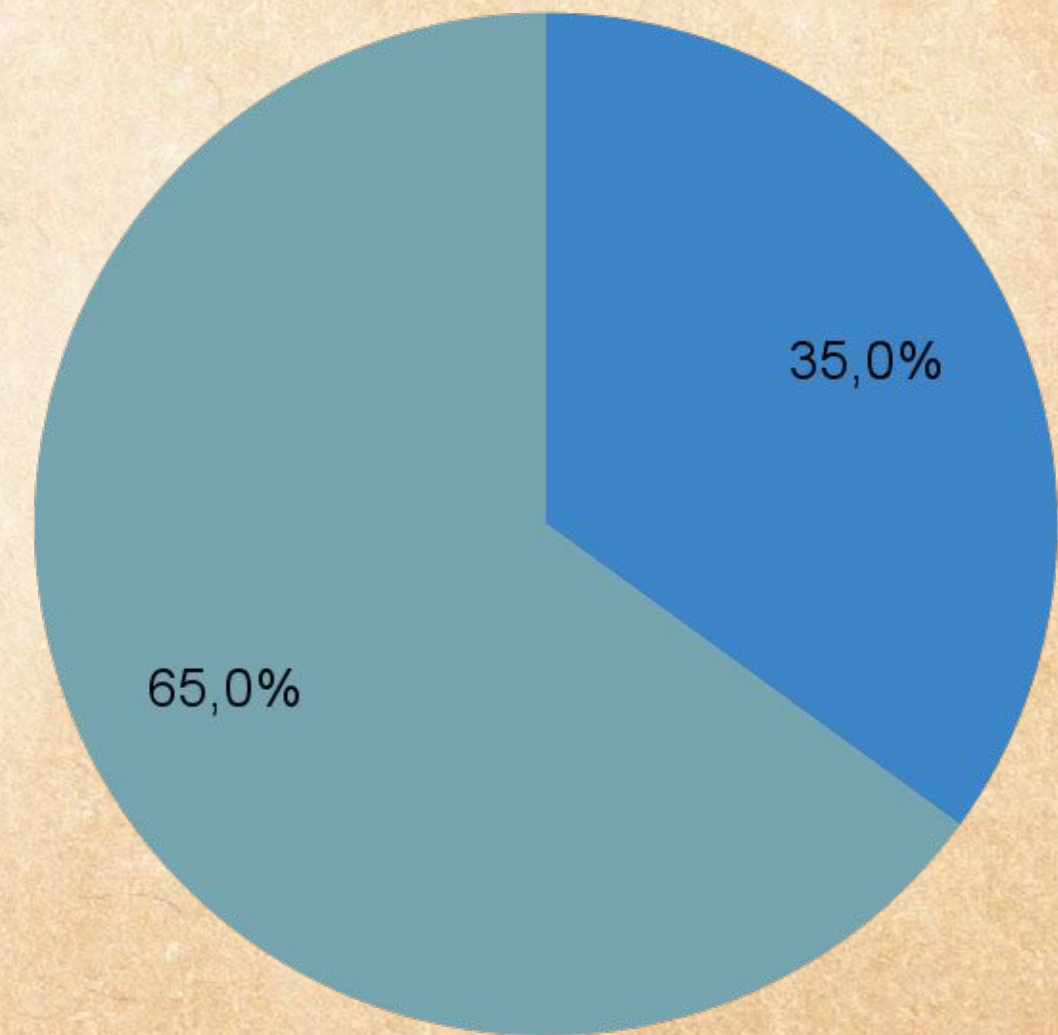
- Total Budget: \$60 000
- Requested Investment: \$55 000
- Studio Counterpart: \$5 000 (in-kind contribution)
- Recoup: 100%
- Post-recoup: 65% Studio / 35% Investor
- Cap: 1.75x

The change in return rate is triggered upon full recoupment of the initial investment, after which the revenue share shifts in favor of the studio.



Post-recoup

● Investor ● Sumidori Creations



Budget

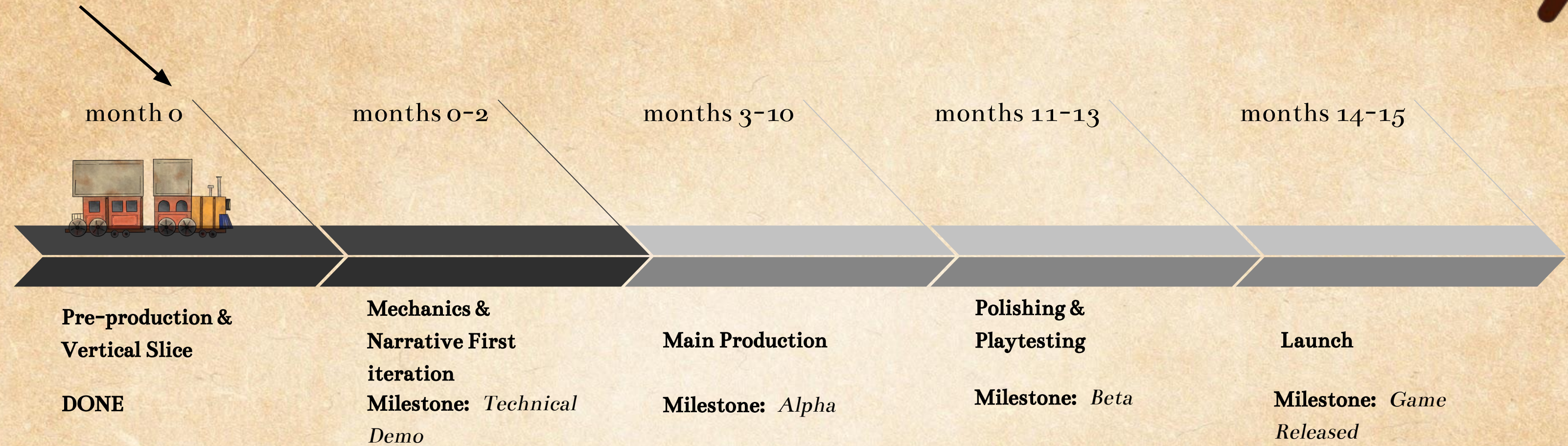


Category	Percentage	Cost in Dollars
Development	80%	\$48 000
Art (outsourcing)	10%	\$6 000
Audio (outsourcing)	5%	\$3 000
Administration fees	5%	\$3 000
Total	100%	\$60 000



Roadmap

We are here!



*Estimated Development Duration:
15 months*

Who we are

We are Sumidori Creations, a small independent studio born from a game jam, formed by two computer engineers with a big passion for video games making his own first video game.

Members

- Adrian Jose Herrera Segura - Computer Engineer
- Jonathan David Pastor Barrientos - Computer Engineer





**SUMIDORI
CREATIONS**

Try the game!



[Discencia on itch.io](https://itch.io/discencia)

If you are interested in this project please contact

us at: sumidori creations@gmail.com

You can also follow us on [Instagram](#).