

DUCK SOULS

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DUCK SOULS

In a galaxy where metal duck overlords reign in terror and the soul is more than a conscious but also a currency, the rogue Metal Duck must rise to restore order to the cosmos.

Platform(s): PC Windows

Genre: RPG, Adventure, TPS, Strategy, Single Player, Action

Target Audience: 9+ players who love story-driven, plot-twisted, and hardcore PC games experience

Unique Selling Points (USP):

Character Customization

- Narrative Story
- Art Style
- World Building
- Accessibility

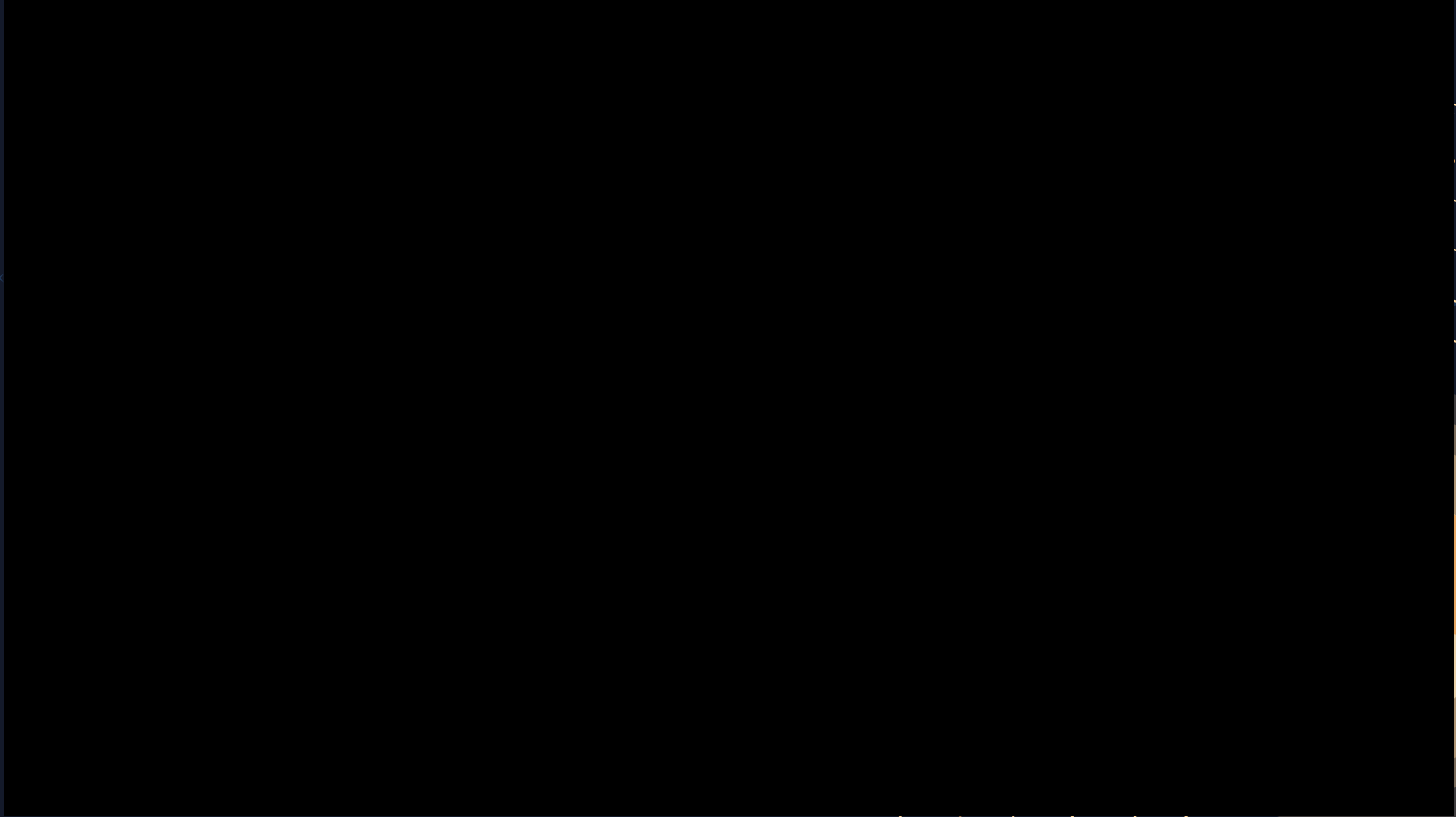


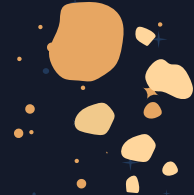


01

Video Trailer

Video Trailer





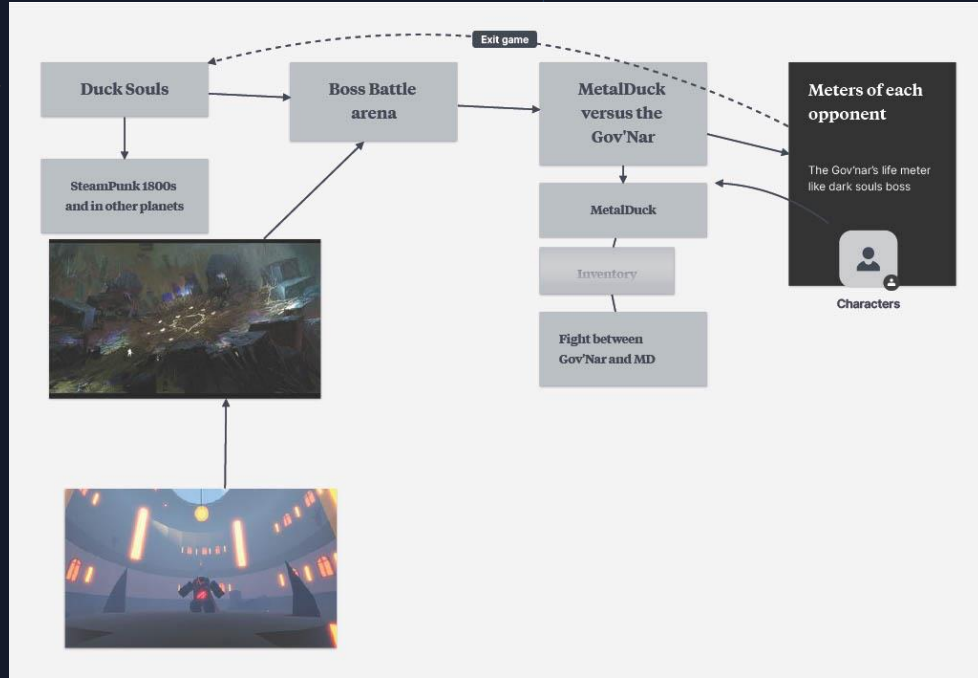
02

Gameplay Design





Gameplay Loop



Core Gameplay

Early Game

Gather Soul Fragments



Late Game

Find out the ulterior motive of Final Boss



Mid Game

Advance MD's technologies
(armors, items, etc)



Optional

Match outfits to increase
power



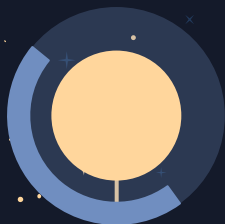


Planet Levels



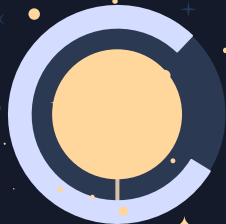
Kanna

Kanna – a beautifully urban world inspired by 1800, steampunk, and West Indian culture.



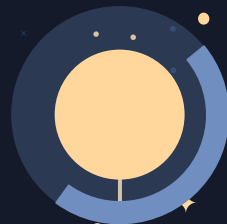
Utka

Utka is a snowy, desolate abyss with no signs of life or minions other than the mini-boss, Koschei.



Pato

Pato is a rich Basque-like planet filled with pueblo villas and foliage like Spanish moss, succulents, and cacti.



Ahiru

Ahiru is a planet of water with all structures being made from some sort of alien bamboo. It resembles feudal era Japan.



Idada

Idada is a planet that resembles the same steampunk style of The Creator's laboratory on Kanna. Futuristic steampunk

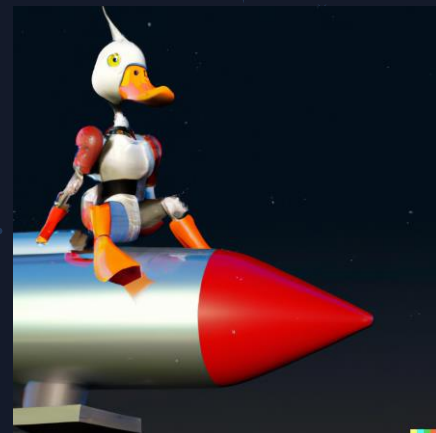
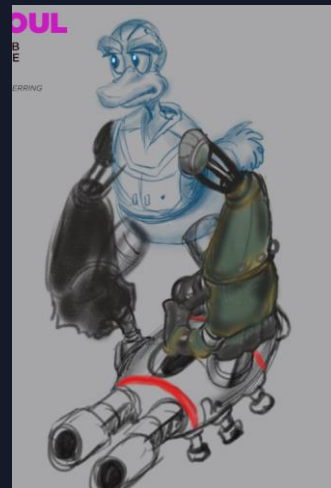
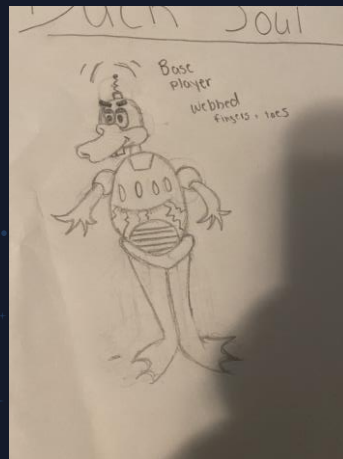
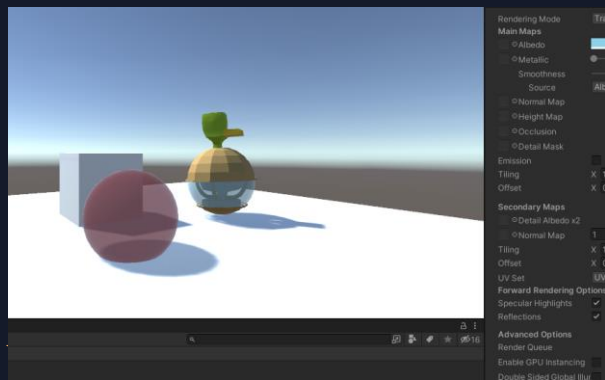


03

Visuals



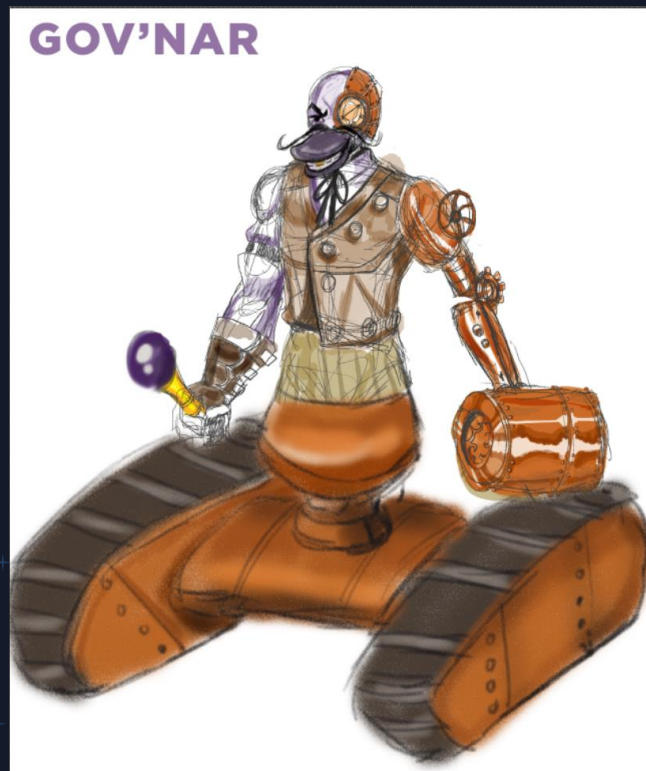
Metal Duck Concept Art (p.1)



Metal Duck Concept Art (p.2)

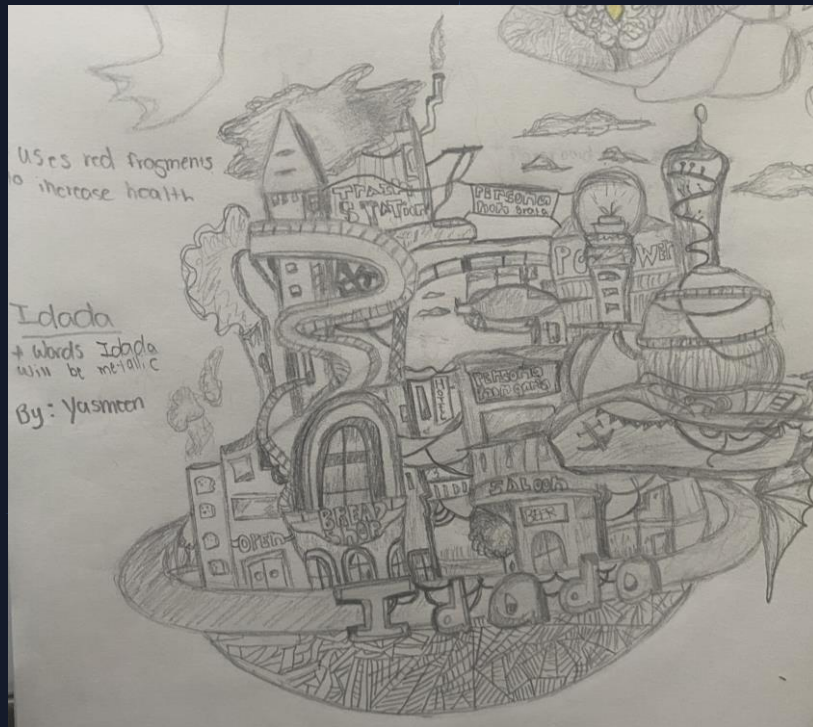


Mami Wata and Gov'nr Concept Art





Planet Concept Art





What Can Player Customize?

Armor/Weapon

Head gears

Hoverboards



Customization Screen



Thanks!

Do you have any questions?

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