

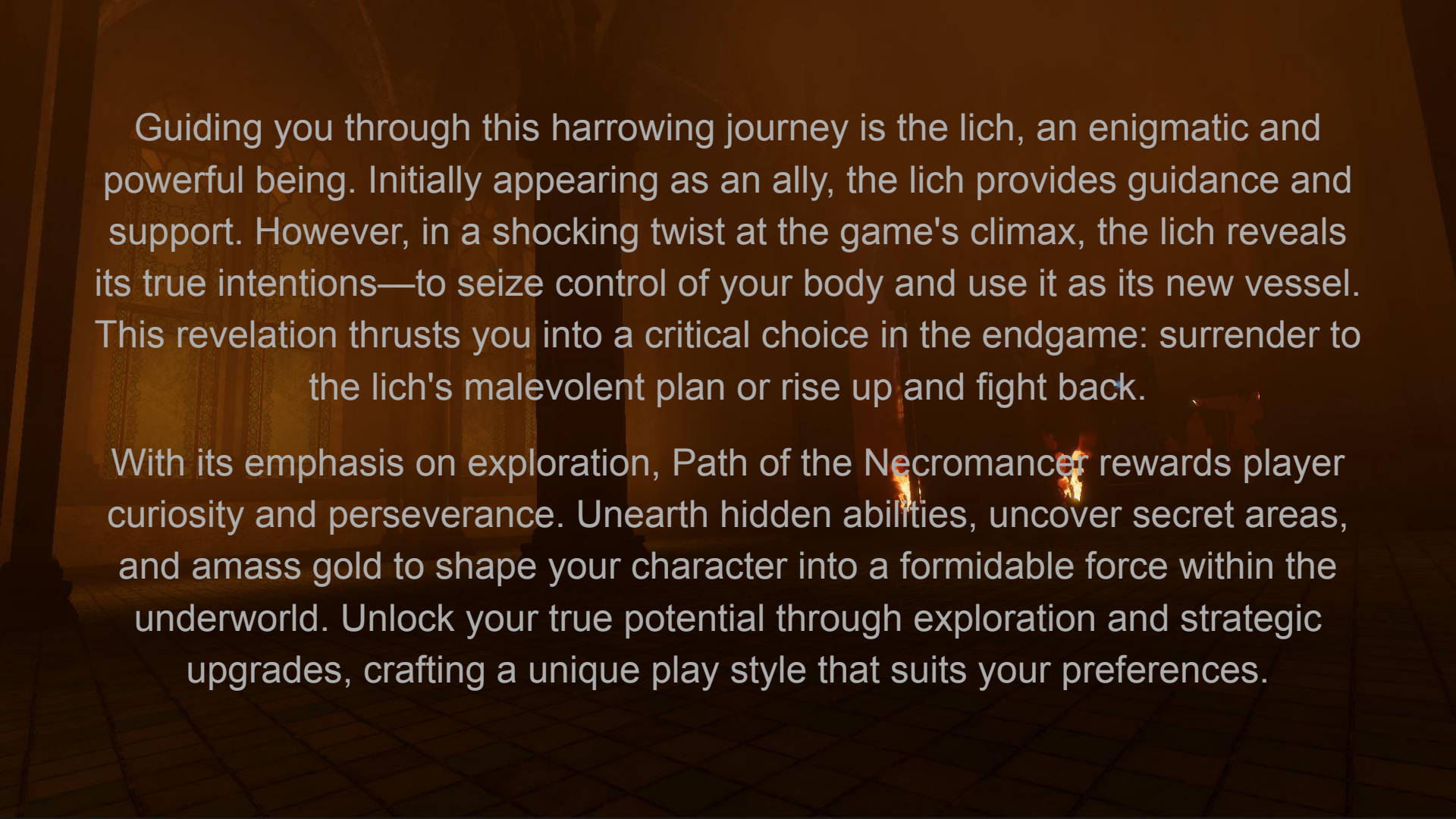


# PATH OF THE NECROMANCER

# What is Path of the Necromancer?

Path of the Necromancer is an immersive single player action RPG that transports players to a dark and ominous underworld. It combines fast-paced combat with captivating storytelling.

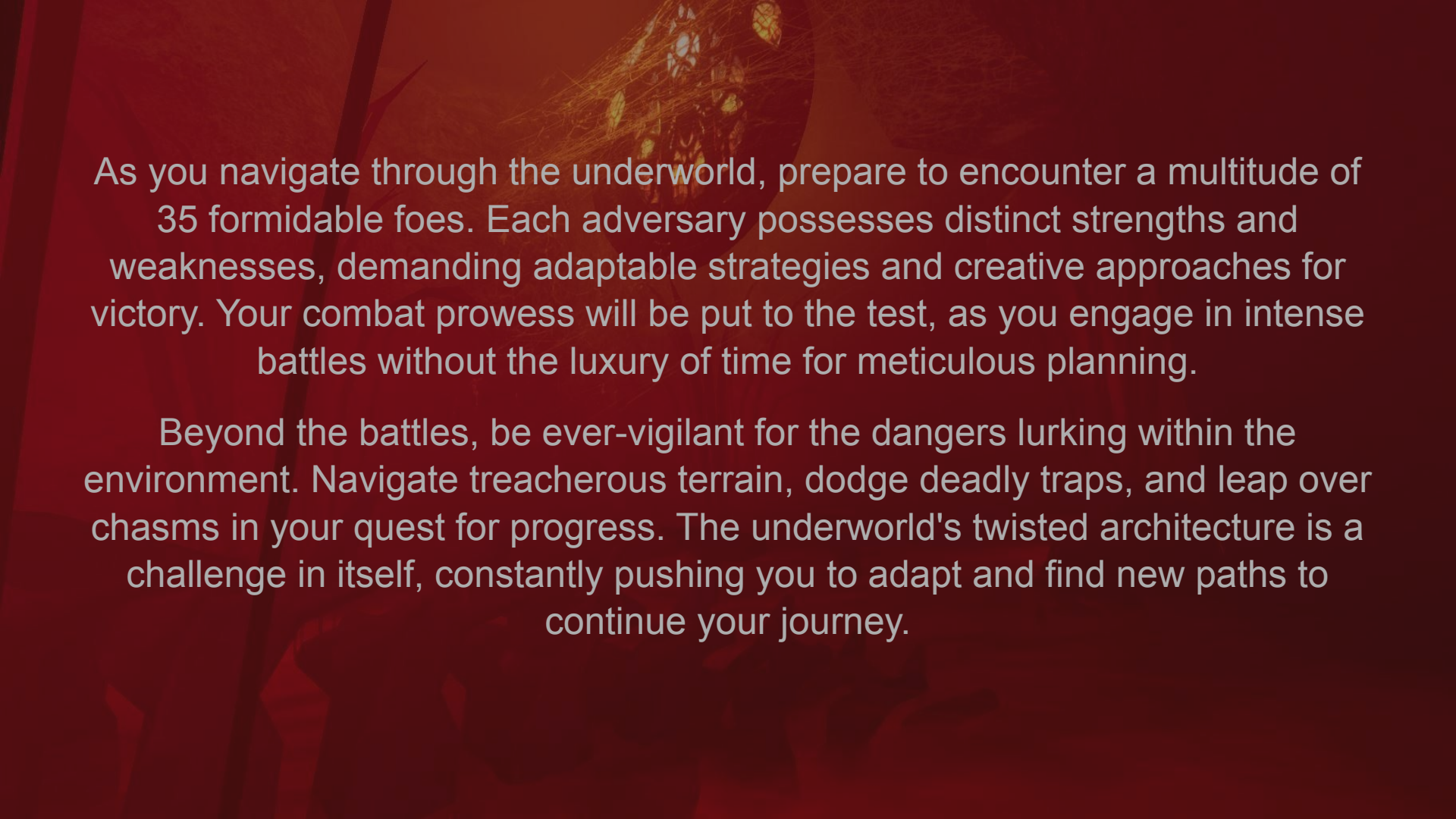
Featuring a robust loadout system, the game provides players with a wide array of customization options. With 23 magic attacks that can be loaded into 4 rebindable slots, 29 passive abilities across 6 slots, and 12 equipment pieces with 3 slots, players have extensive freedom to personalize their playstyle.



Guiding you through this harrowing journey is the lich, an enigmatic and powerful being. Initially appearing as an ally, the lich provides guidance and support. However, in a shocking twist at the game's climax, the lich reveals its true intentions—to seize control of your body and use it as its new vessel. This revelation thrusts you into a critical choice in the endgame: surrender to the lich's malevolent plan or rise up and fight back.

With its emphasis on exploration, *Path of the Necromancer* rewards player curiosity and perseverance. Unearth hidden abilities, uncover secret areas, and amass gold to shape your character into a formidable force within the underworld. Unlock your true potential through exploration and strategic upgrades, crafting a unique play style that suits your preferences.





As you navigate through the underworld, prepare to encounter a multitude of 35 formidable foes. Each adversary possesses distinct strengths and weaknesses, demanding adaptable strategies and creative approaches for victory. Your combat prowess will be put to the test, as you engage in intense battles without the luxury of time for meticulous planning.

Beyond the battles, be ever-vigilant for the dangers lurking within the environment. Navigate treacherous terrain, dodge deadly traps, and leap over chasms in your quest for progress. The underworld's twisted architecture is a challenge in itself, constantly pushing you to adapt and find new paths to continue your journey.

# Why Make Path of the Necromancer?

We have embarked on the creation of Path of the Necromancer for two primary reasons. Firstly, we hold a deep personal appreciation for games that feature combat centered around magic. When engaging in gaming experiences, we often gravitate towards selecting characters with magical abilities.

Secondly, our decision is also driven by our belief in the existence of a substantial market demand and interest for games that revolve around magic-based combat, specifically focusing on the Necromancer class. This belief is reinforced by the overwhelming popularity of the Necromancer class in the Diablo Immortal series, which boasts a staggering player count of over 30 million. Surprisingly, there are currently scarce to no first-person games available that are exclusively centered around the Necromancer Class. We perceive this as an exceptional opportunity to captivate the interest of that particular audience.

# What's Next

Our game has reached a significant milestone with the completion of its core systems and meticulously crafted world. It is now fully playable and beatable, offering an immersive gaming experience. As we move forward, our focus is on fine-tuning the game through bug fixes, balance adjustments, and quality-of-life enhancements. Although the implementation of the story and video cinematics is pending, we have already incorporated engaging voice lines for both player and lich characters. Additionally, we are adding intriguing puzzles to elevate the game's progression and captivate our audience.

With a strong emphasis on optimization, we have achieved impressive performance metrics, maintaining a minimum of 60 FPS in battle and peaking at 115 FPS overall. These benchmarks have been observed on a computer featuring an Nvidia 2070 Super graphics card. Further optimizations may also still be possible.

# Post Release Plans

Our vision is to transform Path of the Necromancer into a captivating IP that we can expand upon even after its initial release. We will expand on current realms and introduce new realms, compelling narratives, enchanting magic systems, and exciting new elements to further enrich the game. By constantly building on the foundation we've established, we aim to cultivate an immersive and ever-evolving world that keeps players engaged and eager for more.