

DYSTOPOLITAN

The Hidden Truth

Dystopolitan is a third-person shooter set in a post-cyberpunk world.

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Story

«Dystopolitan» is set in a dystopian and oppressive futuristic metropolis called Neon City. In the near future, humanity faces a severe crisis due to the scarcity of oxygen, forcing the population to work tirelessly to stay alive.

The city is ruled by a tyrannical president, who has used his power to establish an oppressive regime and control the citizens. Under his rule, a powerful and advanced Artificial Intelligence monitors and controls all aspects of life in Neon City.

The protagonist is an ordinary citizen, a worker forced to live in miserable conditions and subjected to the harsh demands of life in Neon City, and motivated by injustice and the desire to free their city from oppression, the protagonist joins a clandestine group of rebels.



CONCEPT

Genre

Single player 3d third person shooter (no online features)

Target

Aimed at an audience over 15 who love cyberpunk-style shooters.

Platform

PC, XBOX, PS5

Technology

Unreal Engine 5 with Lumen and Nanite. Focused on next generation graphics.

Setting

It takes place in a world with a post-cyberpunk aesthetic, in Neon City. Features change of physical form and transmission of consciousness to other devices.

Gameplay

Action with level system, inventory, economy and crafting of new devices, focused on the oppressive atmosphere of a tyrannical regime.

GAMEPLAY

Camera

Third person 3D camera.

Character

Main character Cyborg, with physical appearance change when leveling up. Option to control other enemies and drive vehicles.

Control

Usual controls third person shooter games. The controls may vary if you are controlling a cyborg, a car, an airplane or a robot.



VISUAL STYLE

All images belong to current gameplay



SCOPE



🗄️ How long will development take?
Approximately 6 months

🗄️ How are you going to distribute the work?
4 people 6 months

🗄️ How big is the game going to be?
You will be able to explore a complete Neo Tokyo type cyberpunk style city

🗄️ How much money is it going to cost to make the game?
The arcade version for console like XBOX or PS5 costs about \$20k



FEATURES	Description Contribution to the game in percentage →	%
Narrative	An epic story full of mystery based on the comics of the same genre, with diverse and charismatic characters, with choices that affect the story.	10
Combat	Real-time combat that combines shooting and close combat, with a wide variety of traditional and futuristic weapons. Take on drones, humans, turrets or robots.	20
Economy	Full economy system with buying and selling items and equipment. Organize your resources and money to improve equipment and acquire new skills.	5
Inventory	Intuitive and well-organized inventory system, with clear categories of items and equipment. Organize your things easily and get extra storage space.	5
Crafting	Collect resources and materials throughout the world and create new items, upgrades and consumables. Try different combinations to create special items.	5
Experience	Gain experience by completing trials, eliminating enemies, or discovering new locations to unlock new abilities and upgrades.	5
Multiform	Level up to gain new abilities with the option to use new implants that will change your physical appearance	30
Transmission of consciousness	Possibility to remotely control other nearby devices such as security cameras, control panels or access the use of vehicles. Option to hack into an enemy's AI to possess their body temporarily, or option to switch to a different body with different abilities.	20

OUR TEAM



Ernesto Montemayor
Producer / 3D Artist

3D artist of games such as AI andalus 711, Lacura and Other world and producer of Aldora Games.



Juan Manuel Tirado
Project Manager / Game designer

Game designer of games like Live or Die or Monster Slayer and project manager of Aldora Games.



Javier Jurado
Unreal Engine Specialist

Unreal Authorized Instructor partner for Epic Games



Ivan Garcia Fresneda
Lead Programmer

Software developer at OWO and programmer at Round People

DYSTOPOLITAN

PUBLISHER Aldora Games
DEVELOPER Dnc Games
RELEASE DATES December 15th, 2024
PLATFORM PC, PS4/PS5, XBOX
GENRE Action, Adventure, Shooter
PLAYERS Single Player

SUMMARY

Our game is a third-person shooter set in a post-cyberpunk world. It features real-time combat with both shooting and melee mechanics. The game also includes an economy system, inventory management, and crafting elements.

Business model

Pay per download e-commerce



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Gameplay and demo available at

<https://dystopolitan.aldoragames.com/>

Thank you!

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