

THE WORLD OF IRIS



A journey from darkness to color

A retro puzzle-adventure where the
Goddess of Color battles the God of Darkness.





1. THE STORY



Long ago, the world
shined with living **color**.



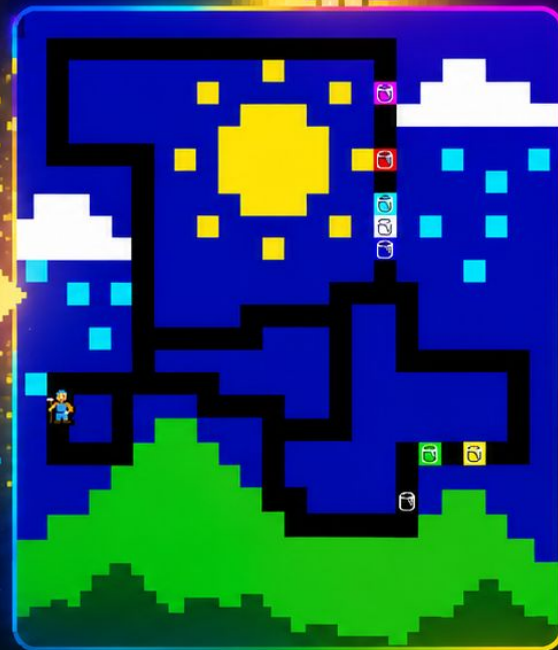
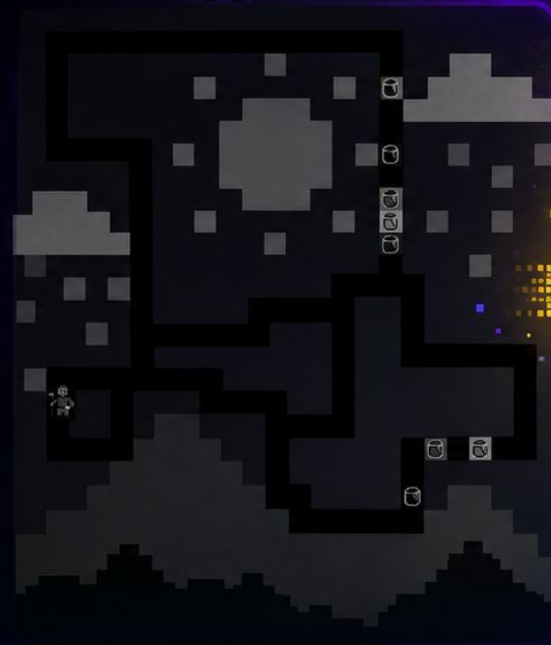
Then **Erebus**, the God of
Darkness, swallowed the
land in shadow.



Only **Iris**, the Goddess
of **Color**, can awaken
the lost hues.



Guided by Iris, the hero
restores life, one **color**
at a time.











2. WORLD & CHARACTERS



Iris

Goddess of Color

Creates paint boxes and brings hope back to the world.



Erebus

God of Darkness

Consumes light, erases color, and fights restoration.



The Hero

Bearer of the Palette

Explores the maze, collects color, and restores the land.



The World

A maze-like realm where every recovered color transforms the environment.



3. HOW IT PLAYS

1. Explore the maze

Move through dark corridors and search for the next source of **color**.



2. Receive colors from Iris

Iris creates paint boxes that grant the power to restore the world.

4. Restore the land

Collect colors and transform dark spaces into a vibrant world.



3. Avoid Erebus

The God of Darkness destroys resources and pressures the player.

4. CORE MECHANICS



Tile-based exploration

Simple movement, clear choices, and readable spaces.



Color collection

Each color is a resource that unlocks transformation.



World restoration

Recovered colors bring life and identity back to the map.



Dynamic opposition

Erebus removes resources and creates tension.



Emergent pacing

The player balances exploration, timing, and restoration.



Tile-based exploration

Navigate clear, intentional paths and spaces.

Color collection

Find and collect colors to unlock their power.

World restoration

Restore color to transform the world around you.

Dynamic opposition

Erebus drains colors and blocks your progress.

Emergent pacing

Balance route choices, resource timing, and restoration goals.

6. MONETIZATION

Premium-first model: players pay to expand the world, not to bypass it.

1. Base game

One-time paid download with a complete story campaign and core puzzle-adventure loop.

2. Expansion realms

Paid DLC: new regions, gods, color powers, puzzles, and Erebus variants.

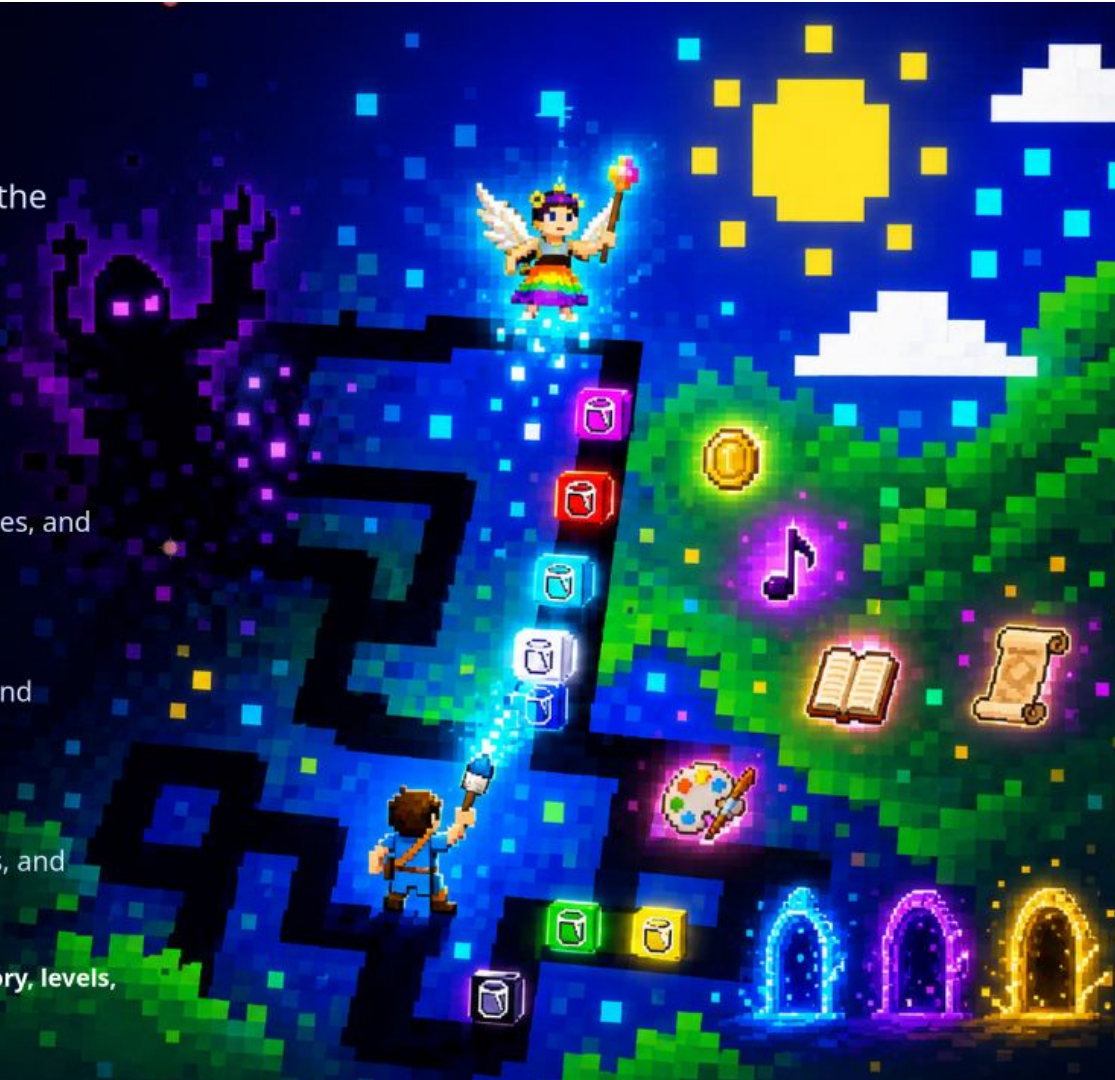
3. Collector add-ons

Soundtrack, digital art book, cosmetic palettes, and retro supporter pack.

4. Community & education

Level-editor pack, classroom licenses, workshops, and game-jam editions.

Monetization rule: no pay-to-win. Every purchase adds story, levels, creativity, or identity.



5. WHY THIS GAME STANDS OUT



A powerful visual metaphor

Gameplay mirrors the emotional transition from darkness to hope.



Simple to learn

Immediate movement and clear objectives make the game accessible.



Rich thematic identity

Color, light, and shadow drive both the story and the mechanics.



Expandable concept

New levels, new powers, and new puzzles can grow the experience.

🌞 The World of **IRIS** turns restoration into play. 🌞



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