

The image is a pitch deck title slide for Clepsydre. It features a dark, textured background with a central horizontal band. The title "CLEPSYDRE - PITCH DECK" is written in a bold, yellow, sans-serif font across this band. The slide is framed by a complex, golden-yellow circuit-like border with various geometric shapes like hexagons and lines. At the top center, there is a circular graphic of interlocking gears. The overall aesthetic is technical and futuristic.

# **CLEPSYDRE - PITCH DECK**

# CLEPSYDRE – PROTOTYPE TRAILER



**Video :** <https://www.youtube.com/watch?v=rkJl2L4WVZM>  
**Prototype :** <https://benbarjo.itch.io/projet-clepsydre-level-design-prototype>

# CLEPSYDRE – A MAGEPUNK METROIDVANIA

## Metroid Prime + BioShock + Parkour = Clepsydre

Clepsydre is a **Metroidvania FPS** set in a **Magepunk universe**, inspired by *Metroid Prime* and *BioShock*. Designed for players who :

- Love exploration, like *Metroid Prime* :
  - Who enjoy discovering new areas and immersing themselves in a rich world.
- Appreciated the *BioShock* series :
  - Where players can dive into the backstory and uncover the lore of the people and places they encounter.
- Are fans of **Metroidvanias** and **parkour-based** movement.
  - Unlocking abilities opens new routes and allows for increasingly complex traversal mechanics, providing a strong sense of progression.



# CLEPSYDRE - CORE PILLARS

## Core Elements:

- **Exploration** : Unlock abilities that open new paths and ways to navigate the world.
- **Storytelling** : Discover a deep, mysterious, and decaying Magepunk setting.

## Core Mechanics:

- **Traversal** : Dynamic, momentum-based movement that allowing for interesting choices and creative combinations.
- **Combat** : First person shooter gameplay combined with gravity-based interactions.
  - Enemies act as puzzles that must be overcome using the player's abilities.
  - Bossfights are designed around mastering these abilities.

## Core Emotions:

- **Discovery** : A Magepunk world full of secrets with a unique atmosphere.
- **Melancholy** : A reflection on humanity, as the player controls an automaton wandering through a world shattered by humans.



## CLEPSYDRE - WHY THIS PROJECT ?

In 2017 I decided to go through a professional reconversion to work in the game industry. After attending business school and spending 3 years as a consultant at *Accenture*, I committed myself fully to this new career.

Around that time, *Dishonored* and *Mirror's Edge* sparked my passion for level design. I have always loved games that offer a strong sense of freedom through traversal abilities, so I started a small personal project to replicate some of those mechanics.

While working on *We Happy Few* as a junior (the *We All Fall Down* DLC), I tried to capture that same sense of movement in my designs (The Water Treatment level was partly inspired by *Mirror's Edge*). At the same time, I kept experimenting on my own project, drawing additional inspiration from *Titanfall*.

When playing *Hollow Knight* and *Super Metroid*, I was struck by how rewarding it felt to revisit the same spaces with new abilities and discover entirely different ways to navigate them. *Ori and the Will of the Wisps* illustrates this perfectly. By the end of the game, you can literally fly through areas you once struggled to traverse.

After playing *Metroid Prime Remastered*, I had a breakthrough. It felt like the ideal foundation for bridging parkour-focused FPS gameplay with Metroidvania design (the two genres I love most). To me, *Metroid Prime* only needed stronger traversal and movement abilities to approach the fluidity of 2D Metroidvanias.

That realization is how the idea for *Clepsydre* emerged, and why I decided to dedicate myself fully to developing this prototype 8 months ago.



Benjamin Faucher

## CLEPSYDRE - WHY THIS PROJECT ?

Clepsydre is the game I have always wanted to create and play, drawing from all my influences.

As a level and tech level designer specializing in Unreal Engine for 8 years (*Compulsion Games, Eidos Montréal, Cloud Chambers, Runes studio*), I know I can deliver strong value.

For example, *Clair Obscur* was developed primarily using Blueprints, which made the project more cost-effective. I created a 1.5–2 hour prototype **with only 2 technical plugins** to demonstrate this approach.

I still have contacts with many skilled and passionate former colleagues and would love to form a cooperative company with them to launch this project.

I am convinced it is achievable with the right people and support, and **I am determined to bring this game to life.**



## CLEPSYDRE - WHY THIS PROJECT ?

The idea is to take the foundation of *Metroid Prime* and bring that style of experience to PC, modernizing it without losing what made the formula work:

- **More open level design** to reduce the corridor feeling.
- **Dynamic traversal** to capture the fluid movement of 2D Metroidvanias such as *Ori* and *Hollow Knight*, with additional inspiration from *Titanfall*, *Ghostrunner*, and *Bioshock infinite*.
- **More dynamic combat**, combining shooting, player abilities, and gravity-based interactions, inspired by *Metroid Prime*, *Half life 2*, *Doom: The dark age*.

At the same time, the game aims to place **greater emphasis on storytelling** to create a deeper setting and narrative:

- Storytelling has become central in Metroidvanias such as *Ori*, *Hollow knight*.
- An emphasis on environmental storytelling, cinematics, and character interactions similar to *Bioshock infinite* will help reinforce immersion.



Titanfall | Bioshock infinite

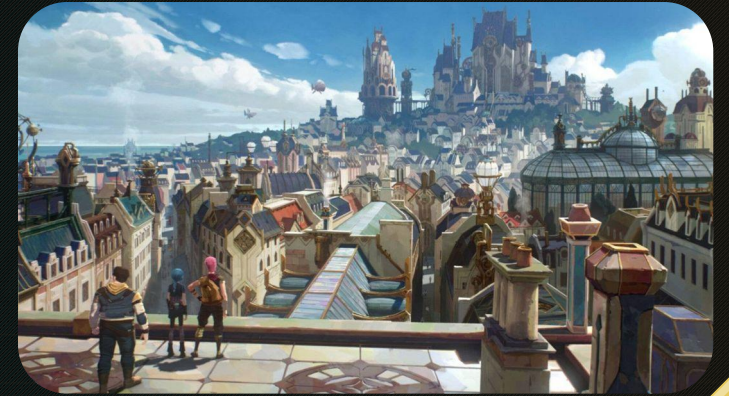
## CLEPSYDRE - WHY THIS PROJECT ?

The **Magepunk** aesthetic is a compelling genre in which technology is powered by magic. Its architecture often features gilded gold, enchanted lighting, and stained-glass artwork.

- This vibrant style, combined with a decaying world, creates a striking contrast similar to the atmosphere of *Bioshock infinite*.
- The **Arcane series** also explores a **Magepunk** aesthetic through the city of Piltover, providing strong inspiration for the visuals and desired atmosphere.

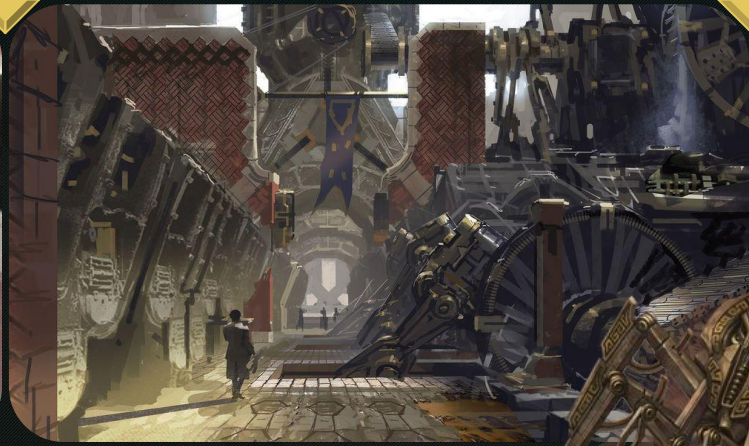
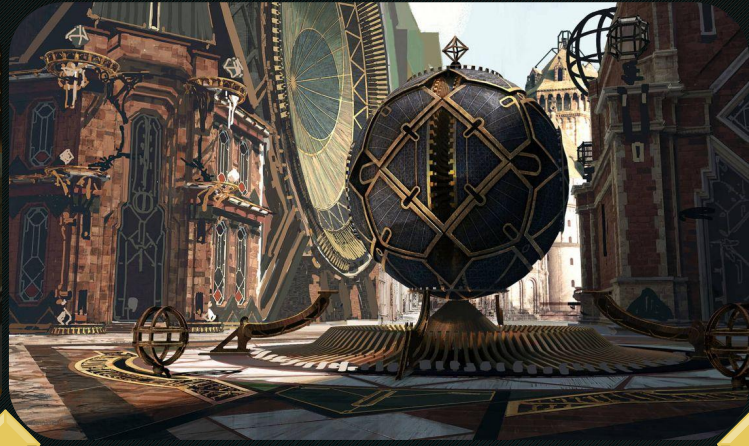
In video games, the **Magepunk** theme is still relatively rare, and often appears only in partial form rather than in fully developed worlds. Some notable examples include:

- Final Fantasy VI with its magitech technology / The Elder Scrolls with Dwemer technology / World of Warcraft in some areas / *Immortals of Aveum* / Kaladesh from Magic: The Gathering, which leans toward a more oriental-inspired style.



Arcane concepts art

# CLEPSYDRE - VISUAL INSPIRATIONS



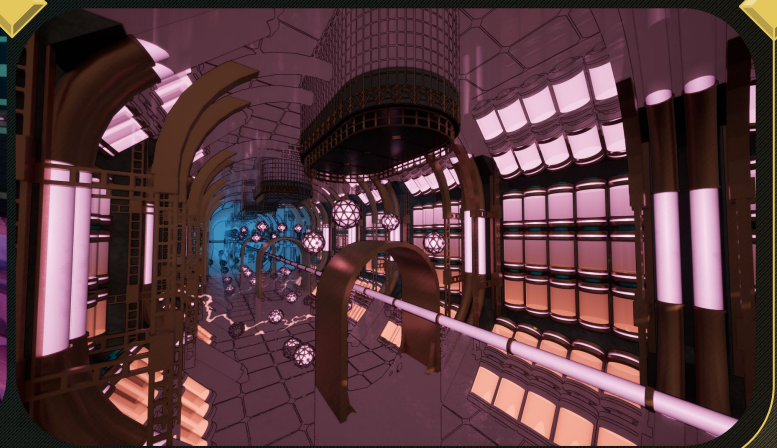
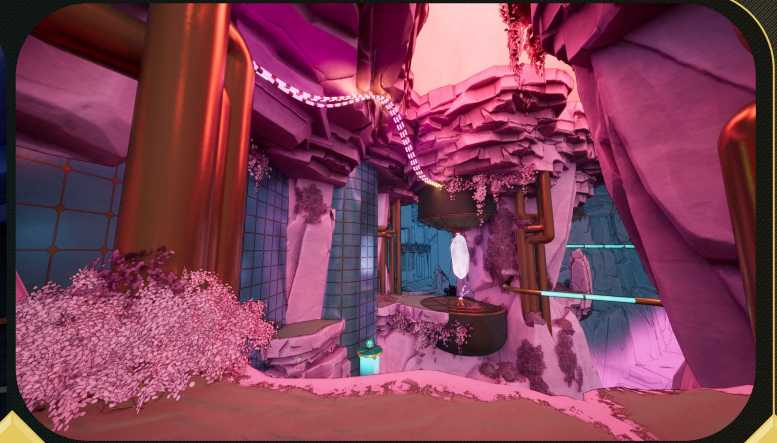
Arcane | Magic | Elder scrolls

# CLEPSYDRE - ART DIRECTION

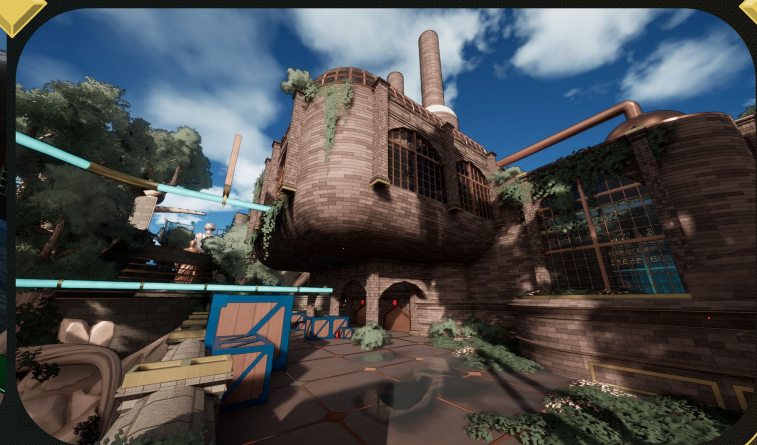
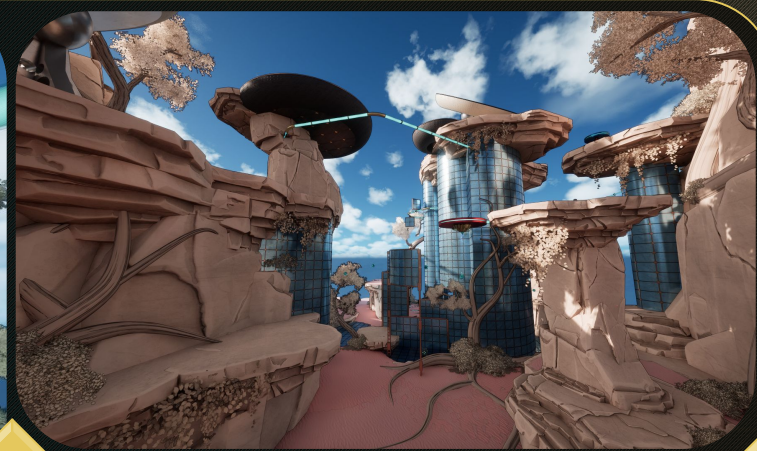
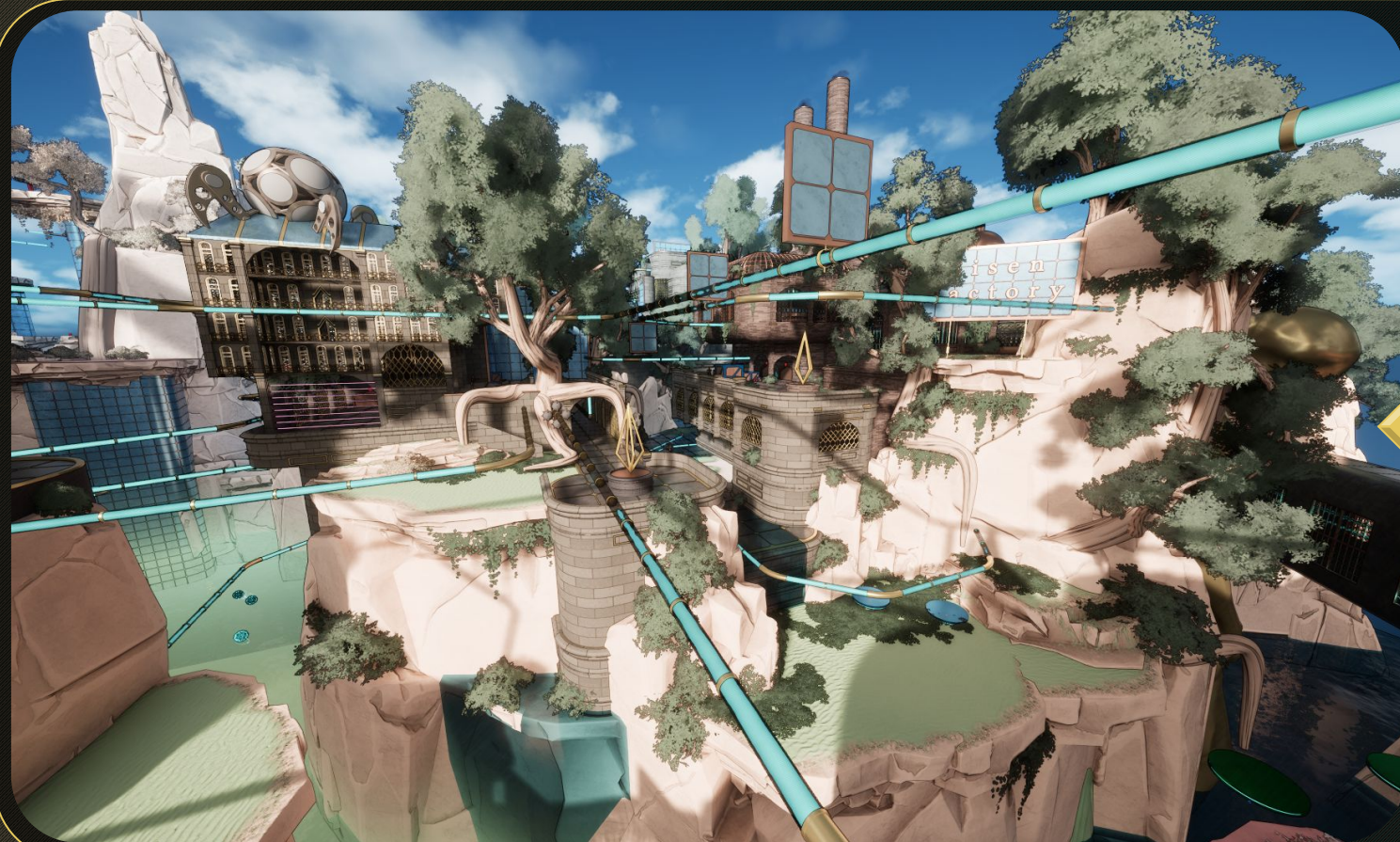


Video : <https://www.youtube.com/watch?v=hjDP8vn2b7s>

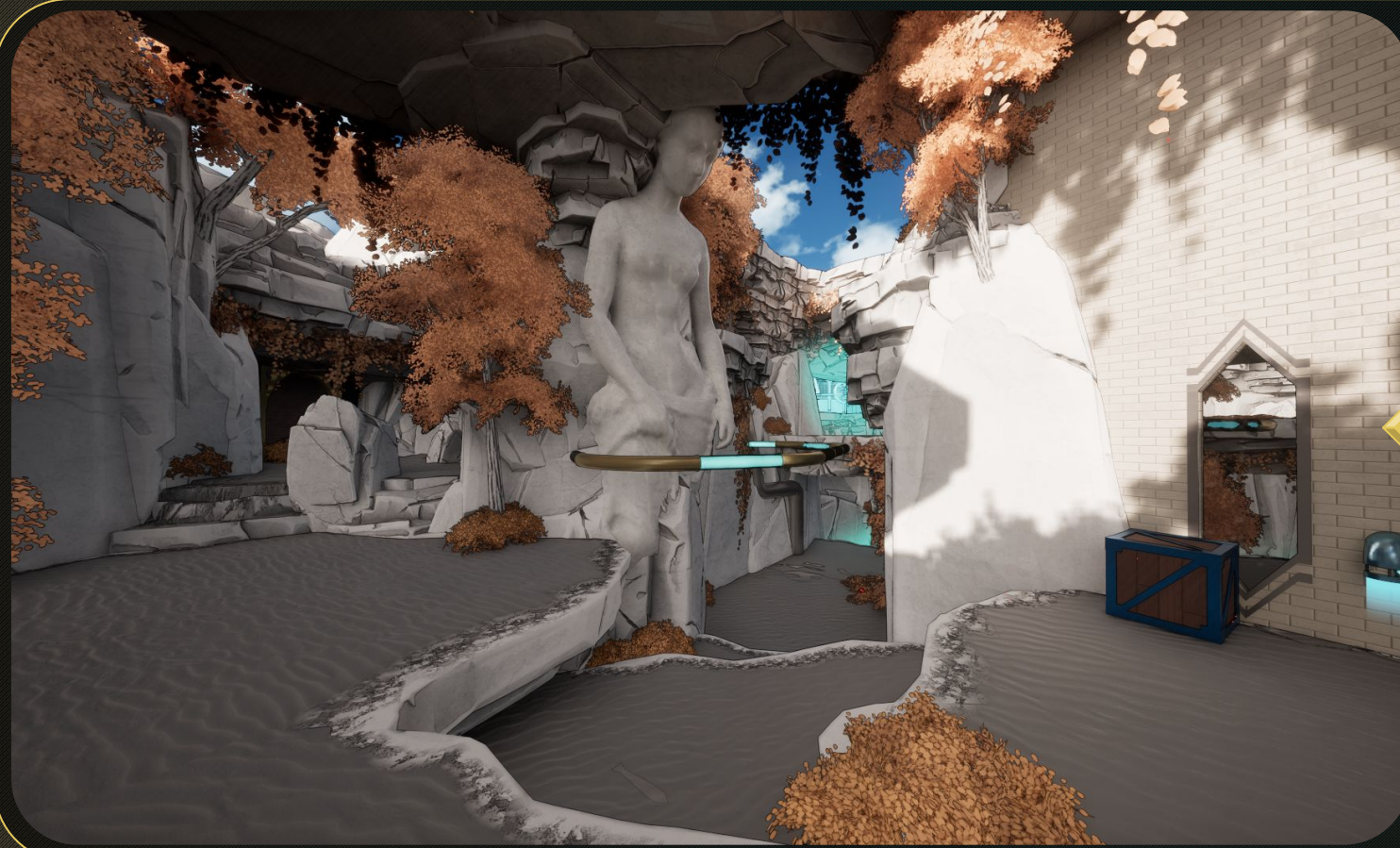
# CLEPSYDRE - ART DIRECTION



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# CLEPSYDRE - COMPETITIVE ANALYSIS



## METROID PRIME 4 BEYOND

4 December 2025

Units: ~ 1 000 000 (Switch) - 59,99€

- Reference defining the genre / Iconic licence.
- Mid reception → Opportunity to provide something fresh in this genre.

### Similarities

- Exploration / Combat.
- Metroidvania and abilities unlock.

### Differences

- More Linear layout.
- Less Narration.
- Iconic licence.



## JOURNEY TO THE SAVAGE PLANET

28 January 2020

Units: ~ 550 000 (Steam) - 29,99€

- Only comparable reference in the FPS Metroidvania category on steam.

### Similarities

- Exploration / Combat.
- Metroidvania and abilities unlock.

### Differences

- Mood & atmosphere.
- Approach on traversals.
- Comics art style.

- FPS Metroidvanias are rare on PC, and there are currently few real competitors in this category on Steam.
- This concept creates a perfect bridge between the wide appeal of FPS games and the more niche Metroidvania genre.

# CLEPSYDRE - COMPETITIVE ANALYSIS



## GHOSTRUNNER

26 October 2023

Units: ~ 3 000 000 (Steam) - 29,99 €

- Great dynamic traversal gameplay with a first person view.

## Similarities

- Same dynamic parkour feeling.
- Interesting production value.

## Differences

- Not a Metroidvania.
- No exploration.
- More arcade.



## CRISOL THEATER OF IDOLS

10 february 2026

Units: ~ 55 000 (Steam) - 17,49 €

- Interesting for its production value and bioshock inspiration in narration.
- Recent title helping to track sales numbers.

## Similarities

- Deep narration (cinematics, conservation & environmental).
- Bioshock atmosphere.
- Good production value.

## Differences

- Not a Metroidvania.
- No exploration.
- Gameplay and pacing.

- Metroidvanias are built around exploration, so strong traversal mechanics and a satisfying sense of movement is essential .
- Narrative and a rich setting are increasingly important in modern Metroidvanias, making it compelling to combine the genre with a storytelling approach inspired by BioShock.

## CLEPSYDRE - BUDGET

- Still in an early production, so several potential projections have been prepared.
- All forecasts assume a 40% revenue share for the publisher after full recoupment.
- These estimates do not include potential public or state funding.
- Additional details are available in the attached Excel document.

### LOW

20 € Price excl. taxes  
36 Months  
1m - 1m5 Budget  
30k-40k Monthly burn

- **Length:** ~7 - 8h
- Less complex narration with almost no Cinematics.
- Simplified visual art / less biomes / less characters.
- Less enemies and bosses.
- Cutting cost on external needs (SFX, VFX, concepts).

### Medium

25 € Price excl. taxes  
42 months  
2m - 2m5 Budget  
50k-60k Monthly burn

- **Length:** ~ 10 - 12h
- Cinematics but without a lot of staging.
- Same art as low version with more biomes and characters.
- Reasonable number of boss / enemies.
- More polished abilities.

### High

41€ Price excl. taxes  
48 months  
4m - 5m Budget  
90k-100k Monthly burn

- **Length:** ~20 - 30h
- Full staged cinematics with Epic moments.
- More complex art style with more biomes and characters.
- More complex bosses and enemies.
- Additional gameplay elements.

## CLEPSYDRE - TIMELINE

The project is still in its early stages, with an initial blockout prototype, so the planning is subject to change:

- Time will be required to **establish the studio and hire the team**.
- The overall timeline will depend on the available budget.
- The pre-production phase will be critical to better define the project's scope and determine what can realistically be achieved with the available time and resources.
- If development begins in 2026–2027, the game could potentially be released around 2030.



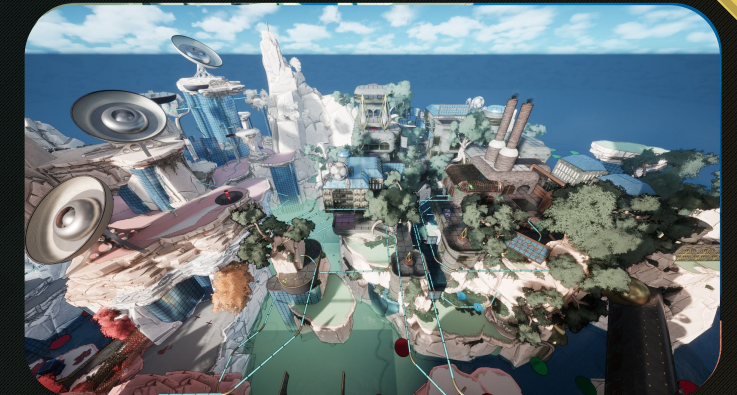
## CLEPSYDRE - ABSTRACT

- Unique **Magepunk** universe & atmosphere.
- Atypic & ambitious, the game I've always dreamed of.
- Can be done efficiently thanks to a deep knowledge of **Unreal engine 5**.
- Support needed to start the project & game studio.

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- **Videos:** <https://www.youtube.com/@BenBarjo>
- **Trailer Music by Ypsen:** <https://soundcloud.com/ypsen/tracks>



**Prototype:** <https://benbarjo.itch.io/projet-clepsydre-level-design-prototype>



**THANKS FOR READING!**

Pitch by **Benjamin FAUCHER**

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