

SCW621 Dissertation Pitch Deck
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A journey into the Appalachian Unknown...



Narrative Context

The Calling Dark is a an atmospheric action-adventure game set in the mysterious 19th-century Appalachian mountains.

When an unknown evil rips through everything N'koa (you) thought she knew, she is forced out into the dark forest beyond to find answers - and help.

Together with her trusted horse companion, she explores the unknown, follows cryptic directions, makes an unexpected ally - and stumbles upon her lost mother's tribe.

But she must prove herself to be accepted. She must hone her strange, spiritual abilities against evil hellbent on tipping the natural balance.

Core Gameplay

STEALTH AND TRACKING

Whether escaping evil beasts, hunting game, infiltrating outposts - remain unseen!

BOW CRAFTING & UPGRADES

Upgrade your father's bow or craft more powerful ones, each with their own abilities.

HORSE BONDING

Fully customise and care for your horse - your bond could mean life or death!

SPIRITUAL ABILITY TREE

Hone your spiritual gifts and grow your power - embrace the Spirit Realm

CRAFTING & GATHERING

Hunt & gather resources for tools, weapons, cosmetics - and survival.

CLEANSING & PURIFYING

Infiltrate cultist outposts, discover sacred sights and banish unnatural power.

Spirit Sight

“YOU CAN SEE THINGS
OTHERS CAN’T - YOU CAN
SEE THE SPIRITS.”

BASE LEVEL:

- Basic tracking
- Simple aura detection
- Limited duration
- Short range
- High energy consumption

LATE GAME:

- Realm glimpsing
- Spirit communication
- Threat disruption
- Time echo viewing
- Energy manipulation



STEP INTO THE
SPIRIT REALM...

Mood Board



Characters*



N'koa inherited her mother's sacred bond with the wild—and the crushing burden of her destiny. She walks between worlds: warrior and orphaned girl, spiritual guardian and eternal outsider. And the beasts of the forest whisper secrets to her soul.



Stone-faced and steel-spined, Abram would bleed into his cracked earth before abandoning it. This decrepit ranch is his cathedral, Takoda the son he never had, N'koa the granddaughter who lights his twilight years. For decades, his world has fit within his boundaries.



Takoda raised N'koa from the ashes of tragedy, building walls of protection around the fragile peace they carved together. Every scar on his weathered hands tells the story of his devotion. The shadows are stirring again, reaching for the daughter he'd die to protect.



Where Abram is stone, Sarah is sunlight—gentle hands that coax life from stubborn soil and laughter that softens her husband's hard edges. Her garden blooms against all odds, just like the love she's cultivated with the gruff rancher who stole her heart decades ago.

Characters*



Battle-scarred and unbreakable, Junaluska carries the weight of his people's survival in every weathered line of his face. A warrior forged in countless fights for sacred ground, yet his eyes hold unexpected warmth—steel wrapped in kindness.



A spirit that refused to be caged—until destiny demanded everything. Sequoyah danced between worlds, her laughter lighting up the dark. She soared too close to the darkness and vanished, leaving only whispered legends and a daughter who inherited both her gifts and her burden.



The tribe's spiritual anchor, she holds their traditions and their pain with equal strength. Her word is law wrapped in whispered wisdom, her presence the balance that keeps their world from tilting into chaos. Yet beneath layers of duty and devotion burns a grief she'll never speak.



Silver-tongued and sharp-witted. Charm is his weapon, loyalty his weakness—pledged to the very forces that threaten everything sacred. But honeyed words turn to bitter truth when N'koa enters his world, her light exposing the shadows he's been dancing in.