Purgatorio

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Projekt 3 Martin Boer SoSe 24

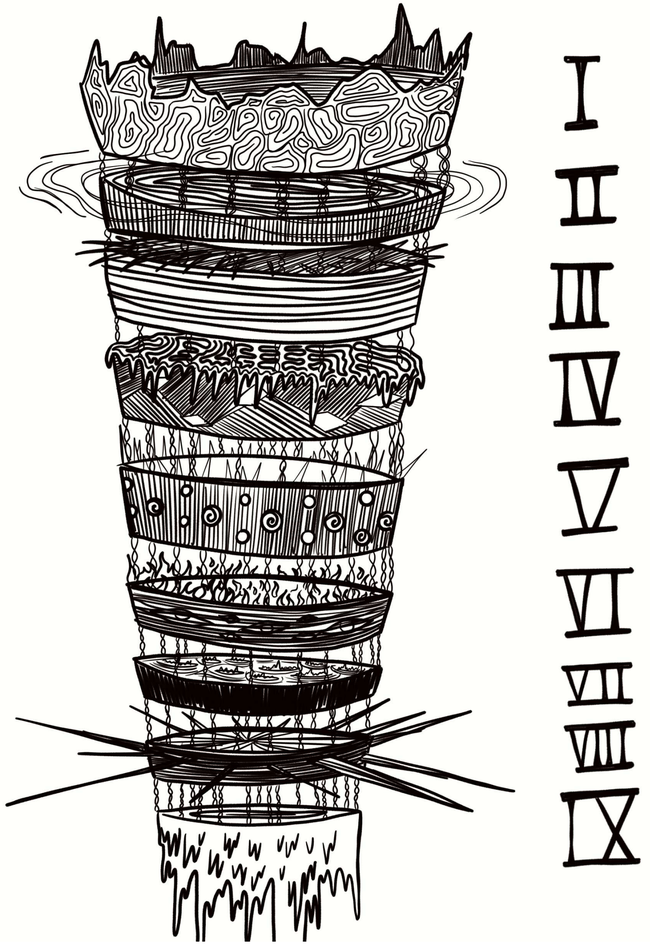
PURGATORIO
PRESS ANY BUTTON TO START

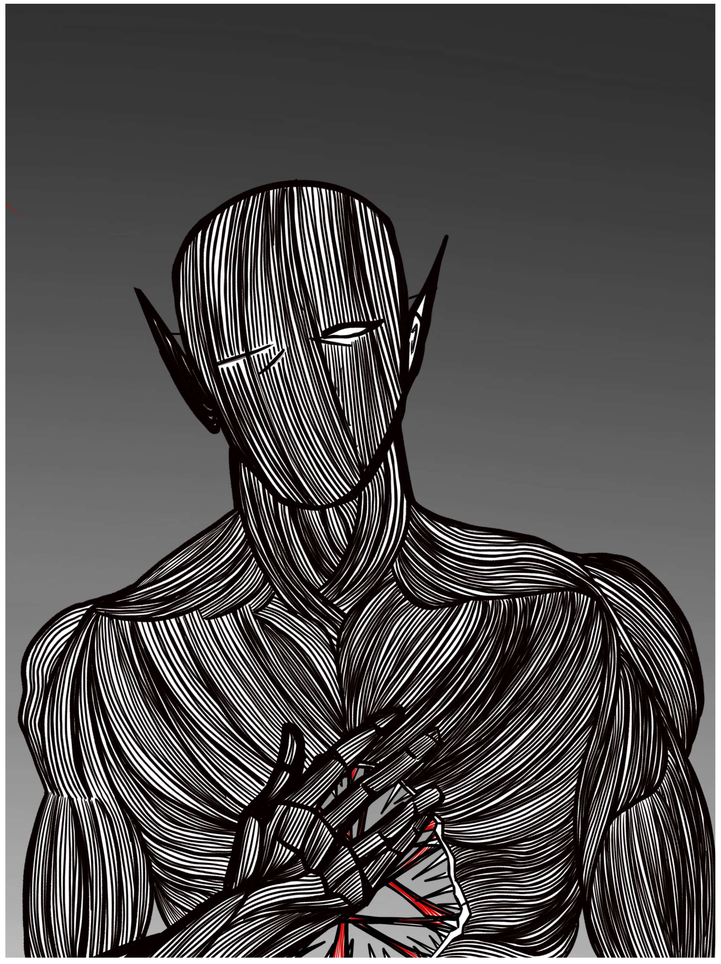
Turned to nothing

Deprived of everything, ignorant of the things that once defined him, filled only with hatred towards those who condemned him.

World Selection

Nine levels, nine bosses. The main character must complete all levels. What awaits him after his journey determines his actions up to this point. Will the player become the eternal guardian of the levels or is the player free at the end?

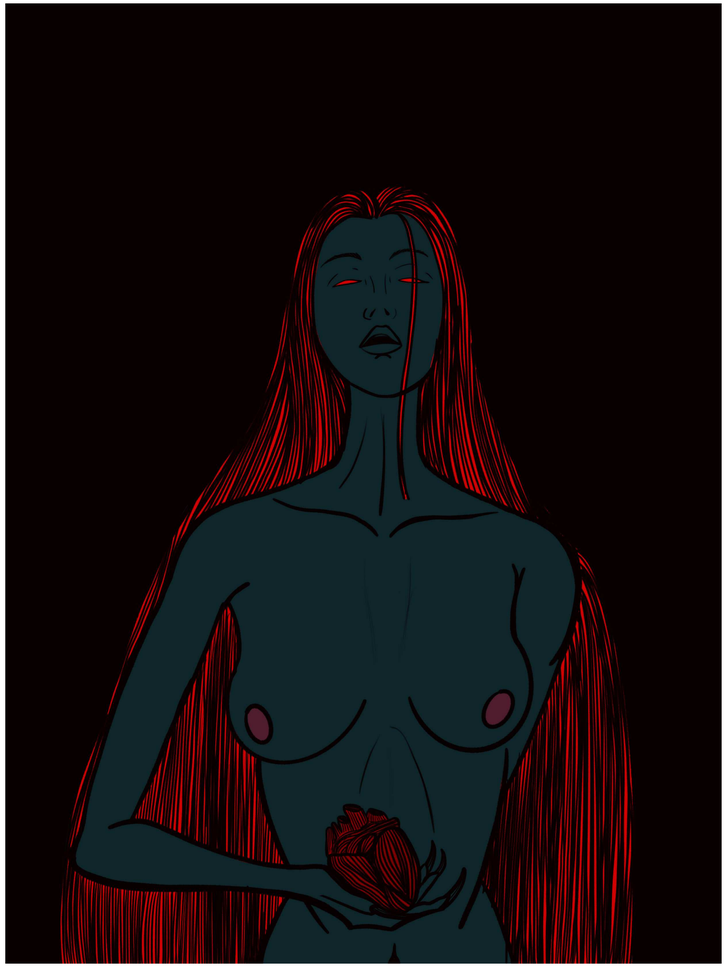


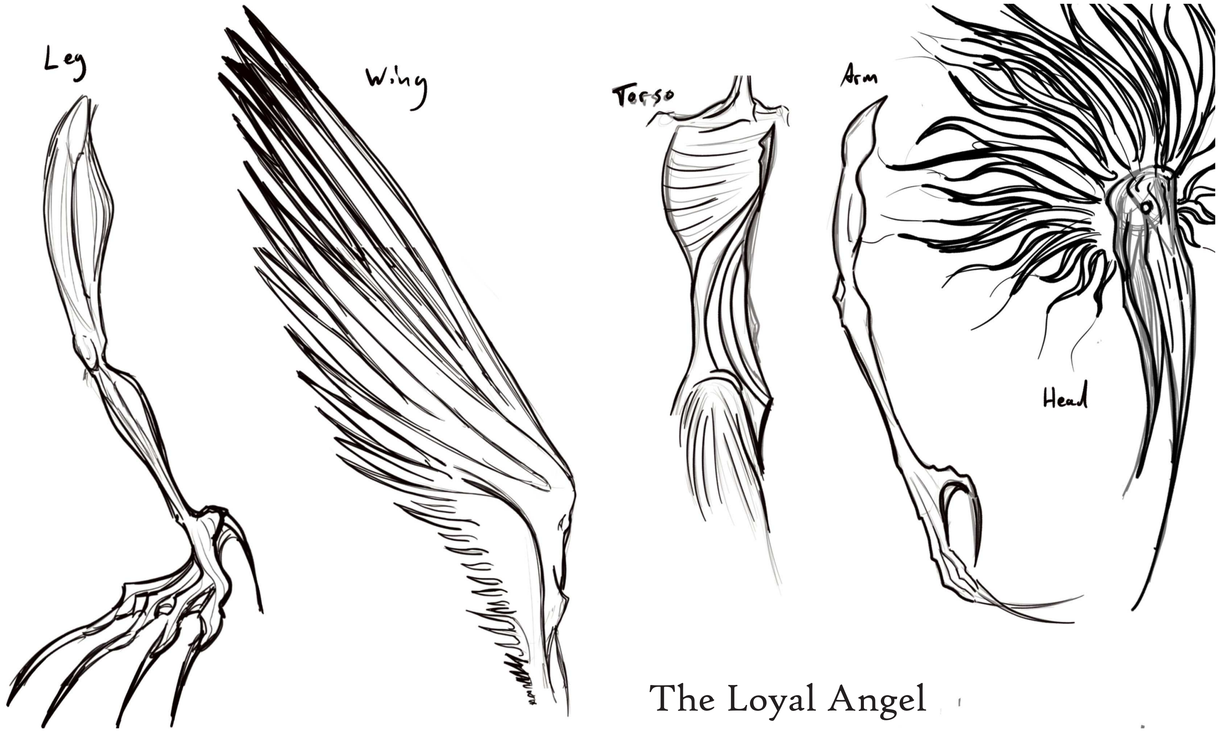


Primordial Lovers

His first love and his only ally on the planes.

She kept his heart and gave him a part of himself in times of need. So that he could slowly find his way back to his old strength.



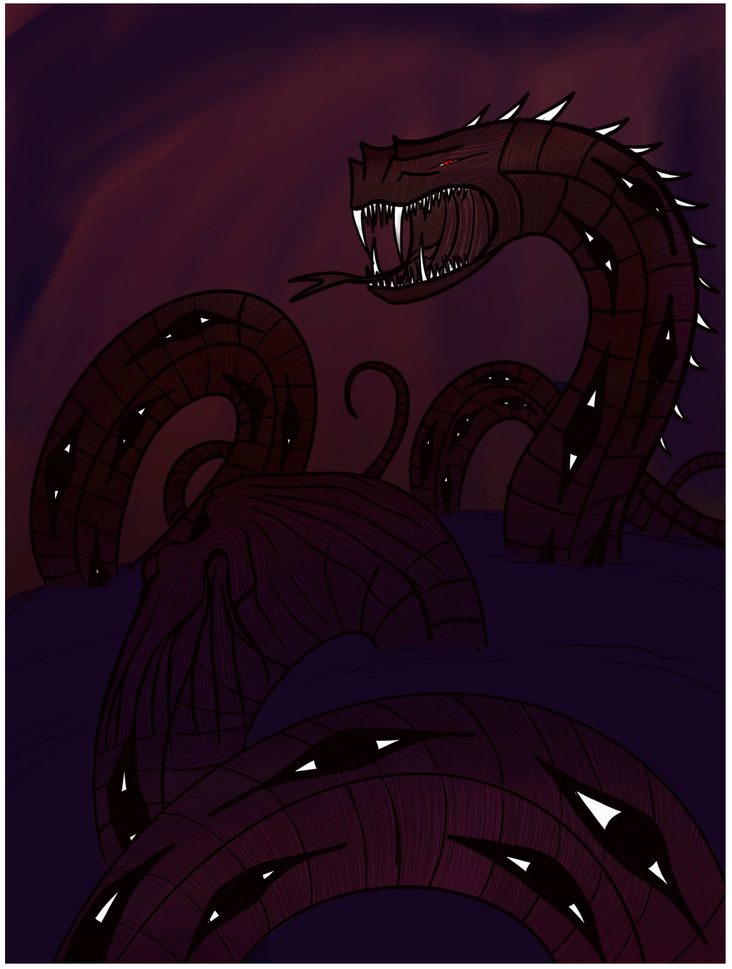


The Loyal Angel

An obedient messenger of the Mighty One, he broke the Fallen One's blade into many pieces and felt great joy as the angel fell to the deep planes.

Primordial Serpent

A part of the main character detaches from him and corrupts a person who behaves lovingly towards him. And it turns into a huge, ferocious snake that he has to fight.



Starving Beast

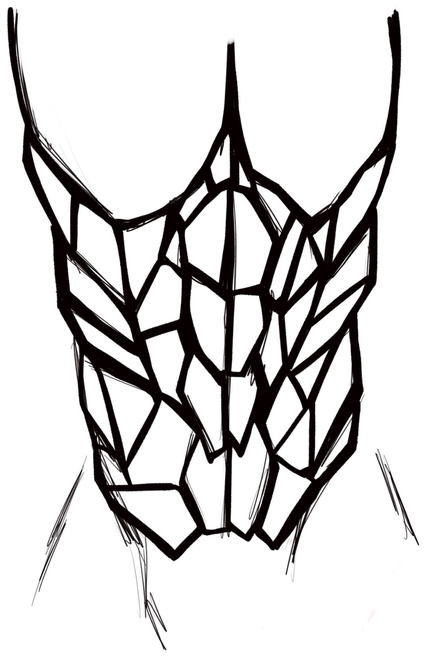
An eternally starving beast, embodiment of the curse inherent to the plane.

The Gildet

A greed-driven soul eternally trapped in a dying body and like many others wrapped in gold and drowning in eternally melting shining seas.

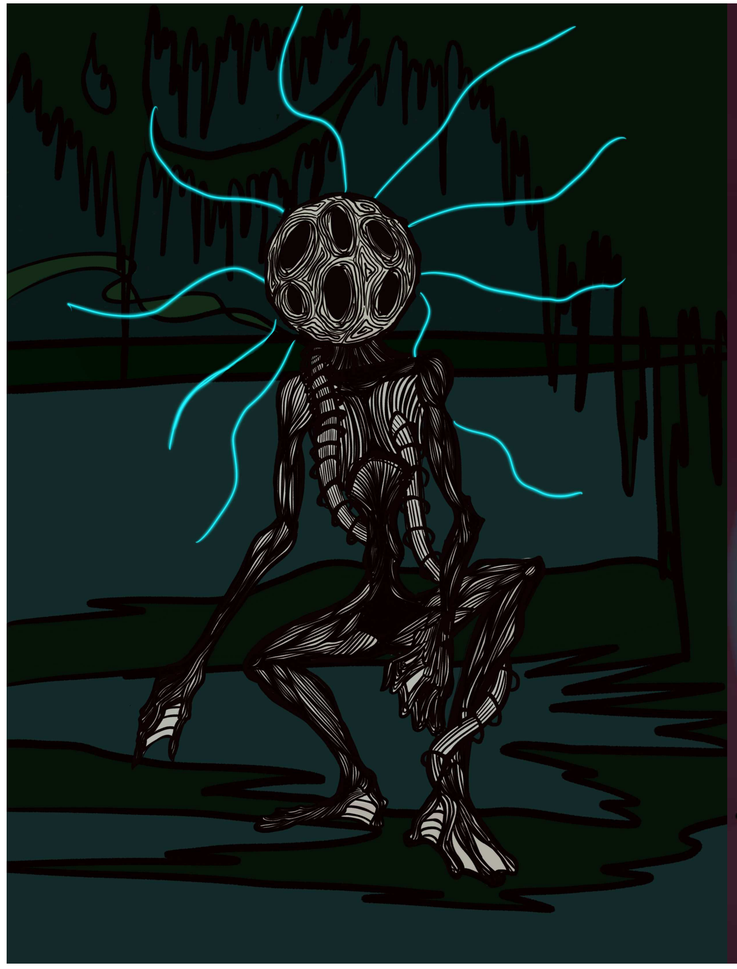
Metallurgy/Melted Whip

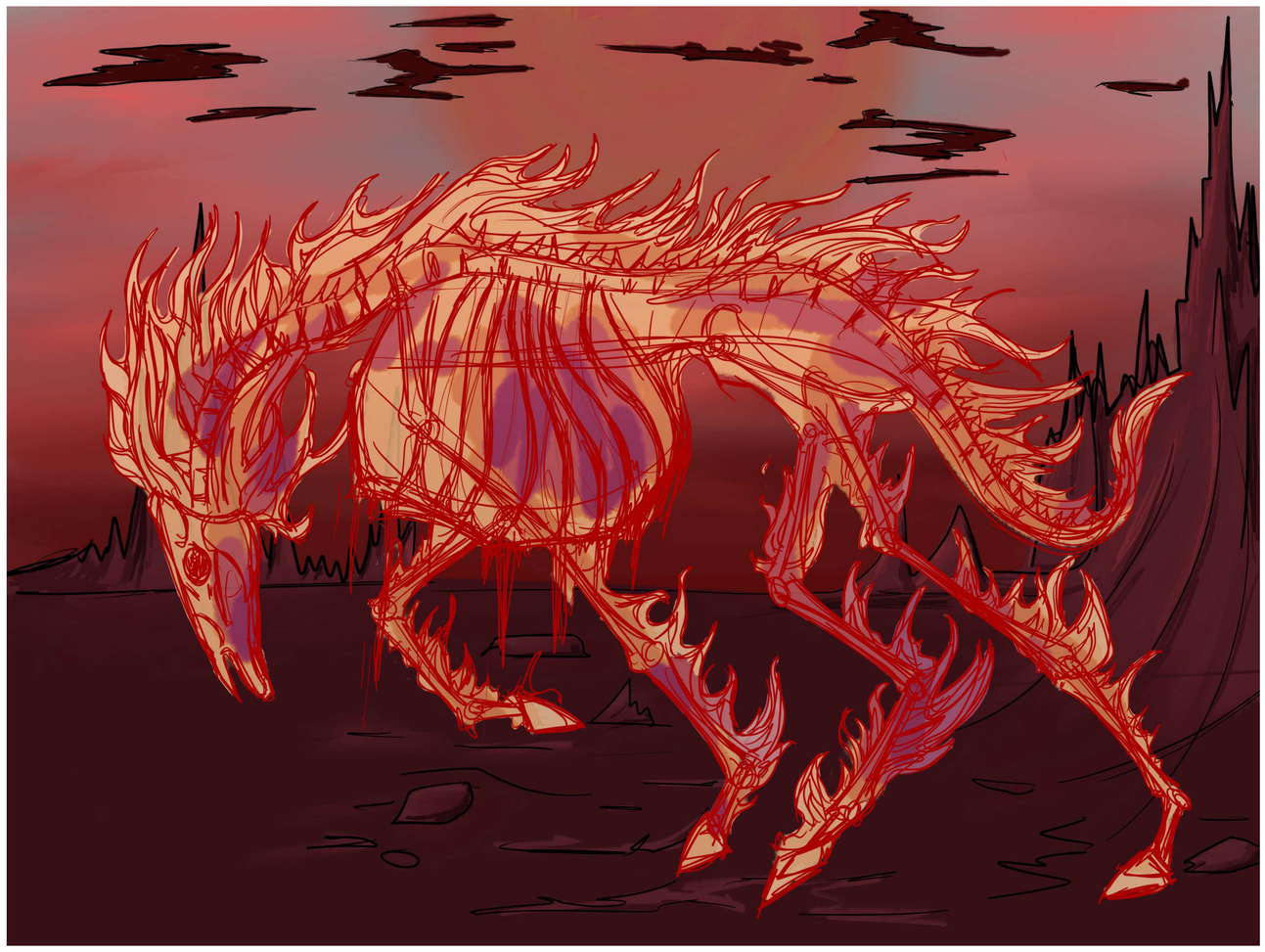
The Gifts of the Molten King, a whip made of molten gold. The ability to harden the skin to resist attacks.



Blasphemus
Water Spirit

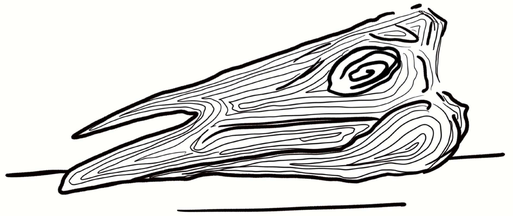
A strange creature from the Swampland Plains, an other-worldly and strange magic powerful, this creature plays with the minds of its victims.

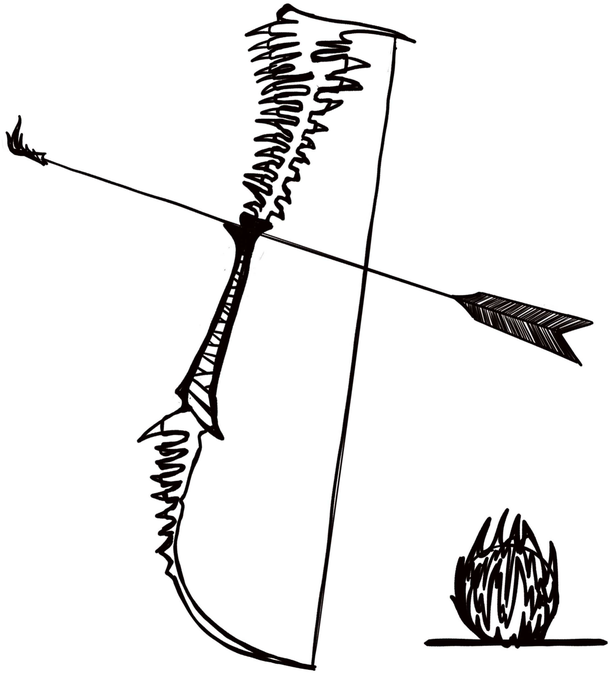




Everburning

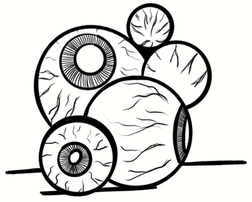
Fuelled by pain, this creature is both source and victim, spreading flame across this arid tundra as the steed is driven further and further by pain, the flaming infernos of the plane persist.





The skulker

A cruel warlord and tyrant in his lifetime, now condemned to existence as a larva, a vermin in landscapes of boiling blood.

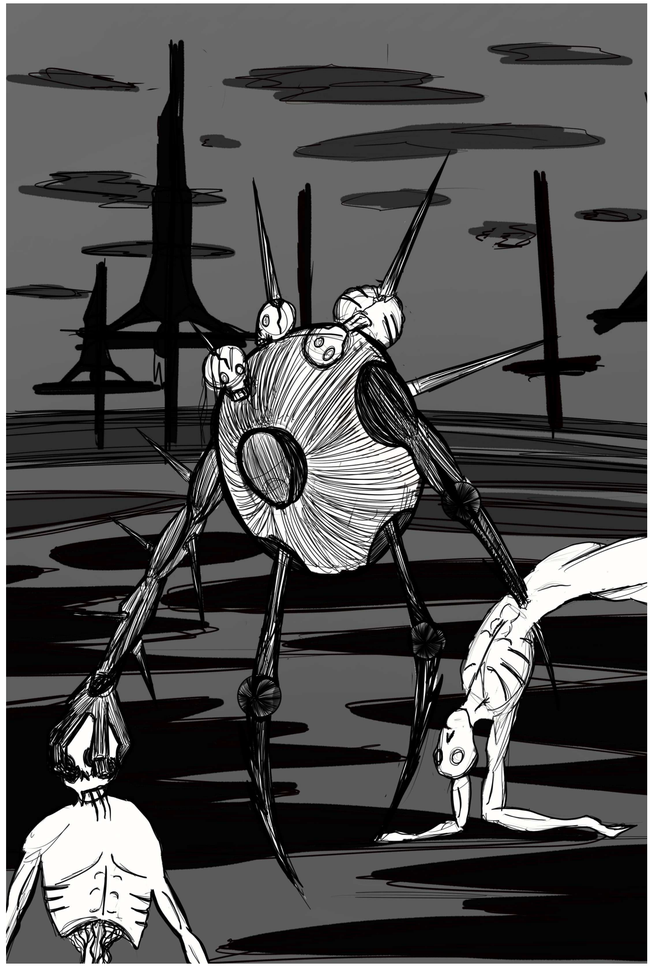


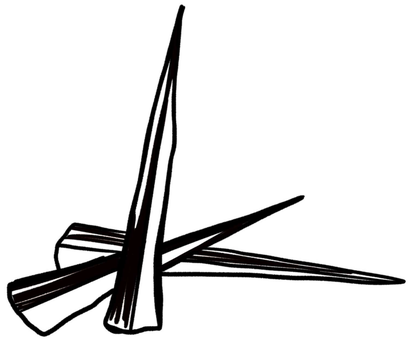
Watchful eyes/ Spear of blinding

The eyes of the vermin from the deep plains, allowing the character to see things that would otherwise remain hidden. A hollowed spear that emits glaring light from empty eye sockets to blind enemies.

The first Murderer

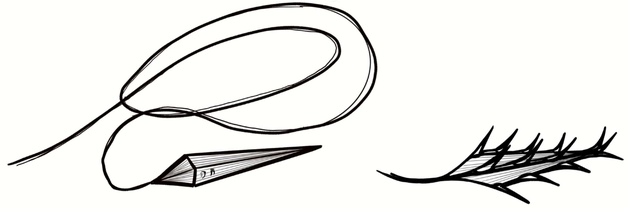
The first murderer, the first torturer eternally transformed into a lifeless golem, he wanders across the dark plain and grabs whomever he finds to torture them until their sanity breaks.





Weapon-fusion

Some weapons can be made into new enhanced versions of themselves by using certain items.

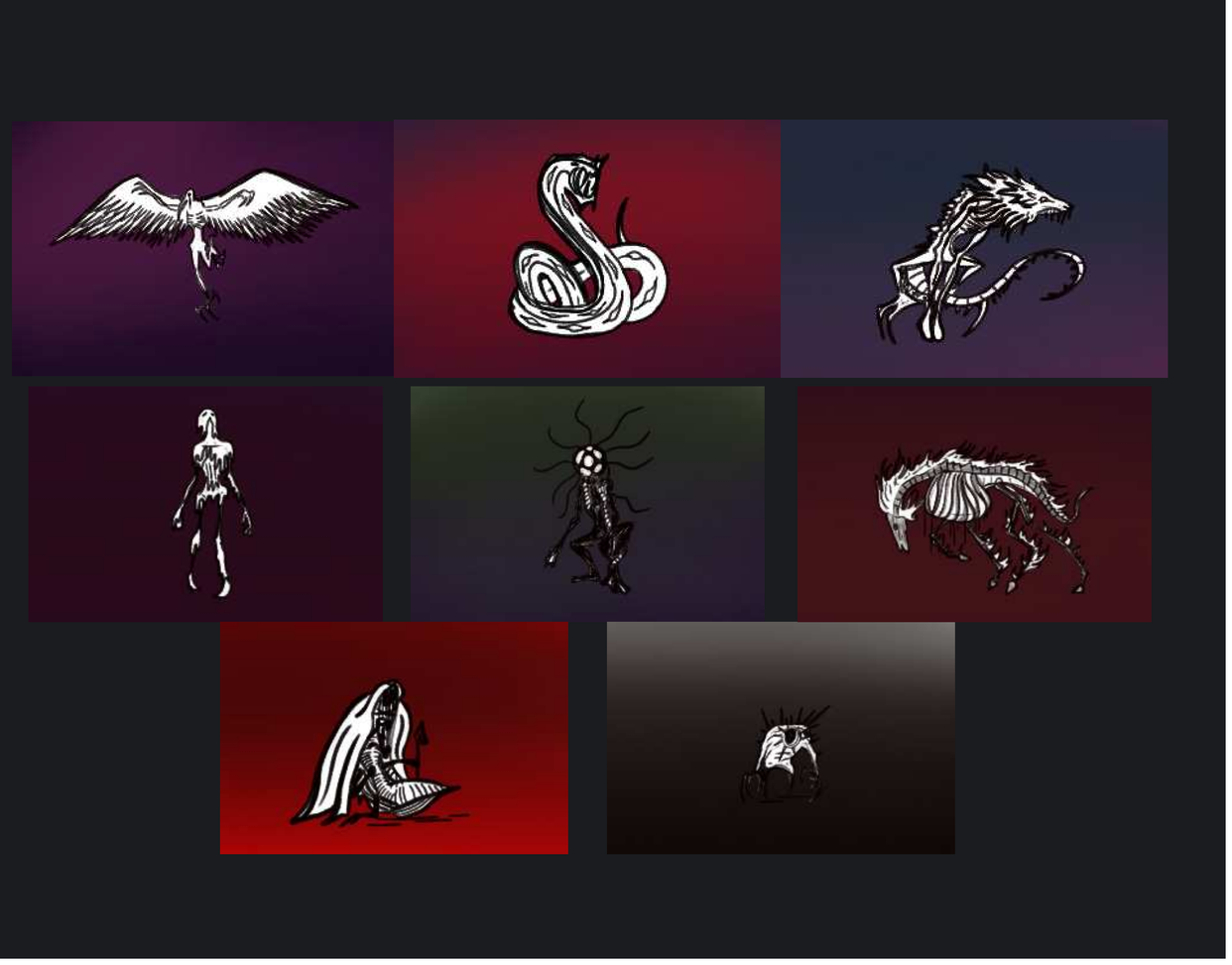


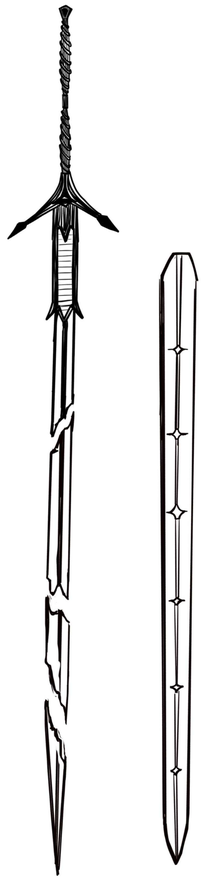
Ingame

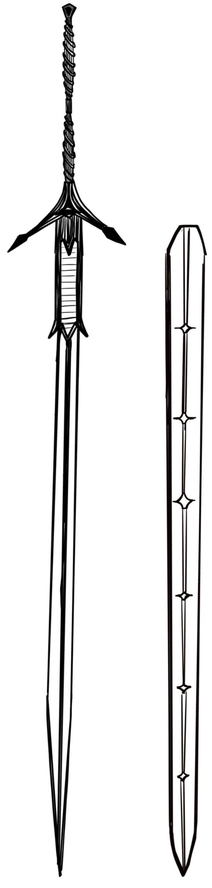
In-game: In this "screenshot" from the game, a run on New Game Plus is shown where the player has already completed the "Good Ending" of the game and is now dedicated to completing the game in the "Bad Ending".

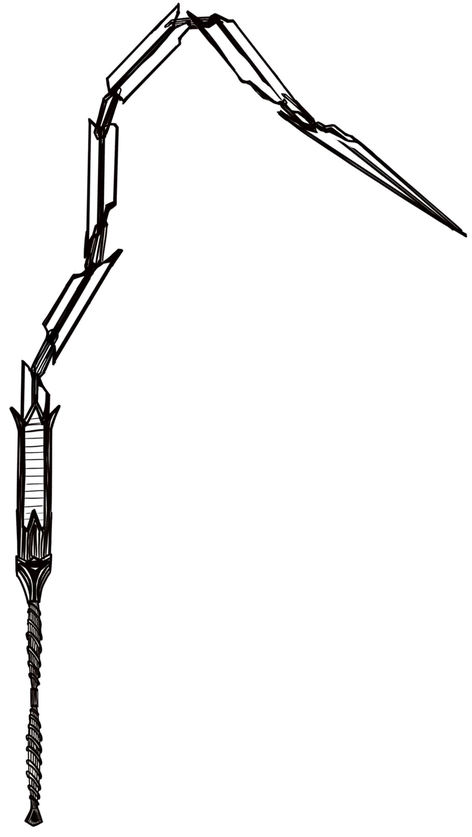
Sprites

The art style of the game is mainly pixel art, but cutscenes are more detailed and in a different style to give the player a better insight into the world of Purgatorio.



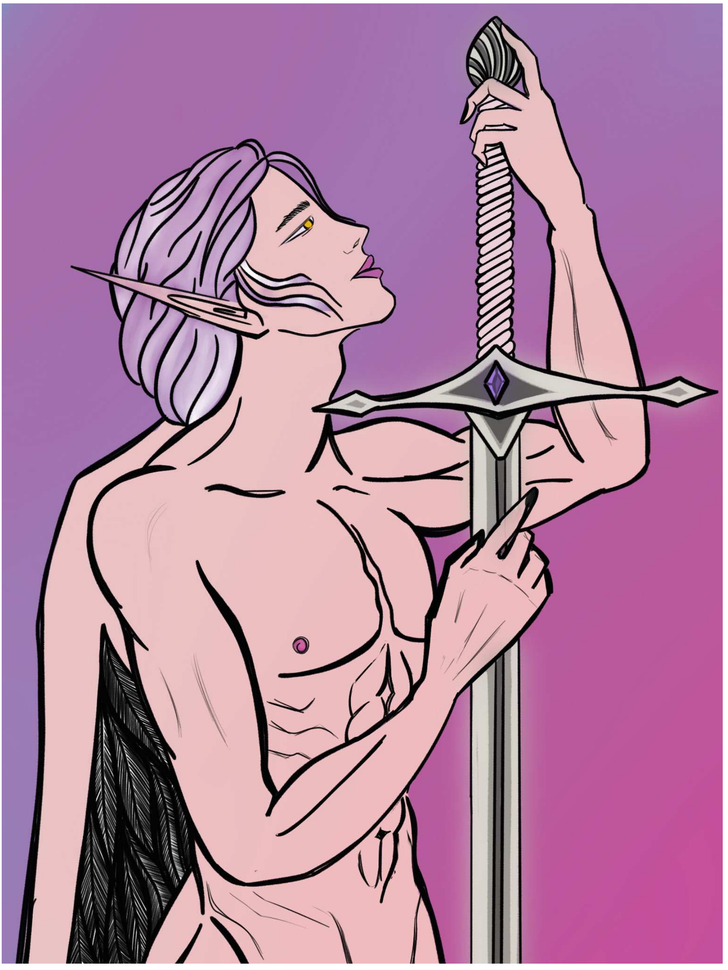






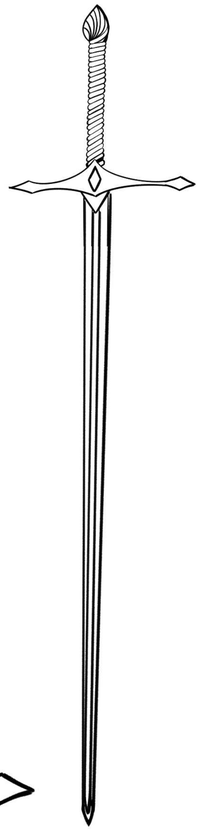
Dark-Chainblade

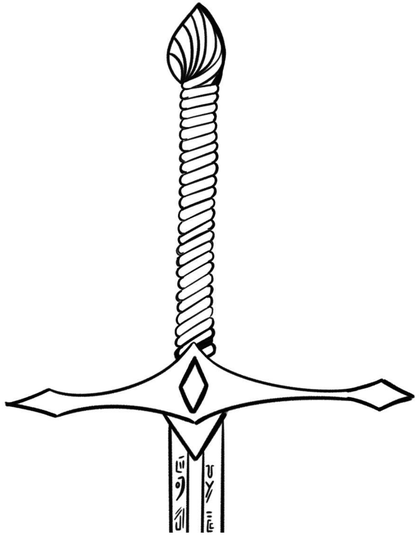
The main character is corrupted over the course of the game, the player receives the Chain Blade instead of the Lightbringer at the end of the game and the cycle begins again.



Michael

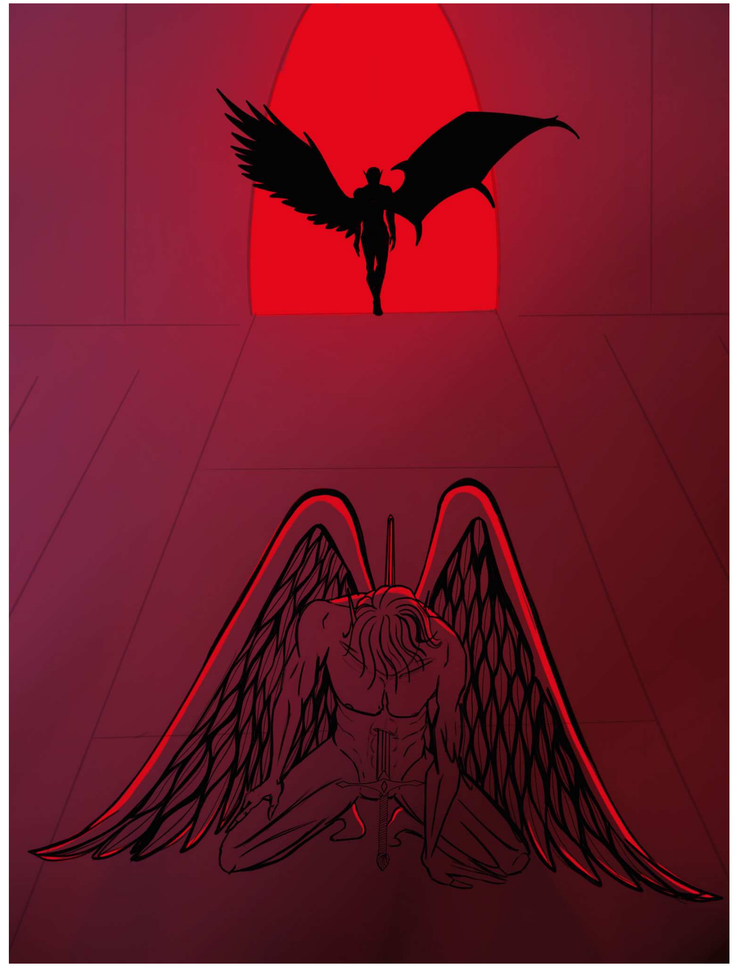
Michael, the most faithful of the archangels, beautiful and good, meets the Fallen One at the end of the game and is his final test.





Hatred Ending

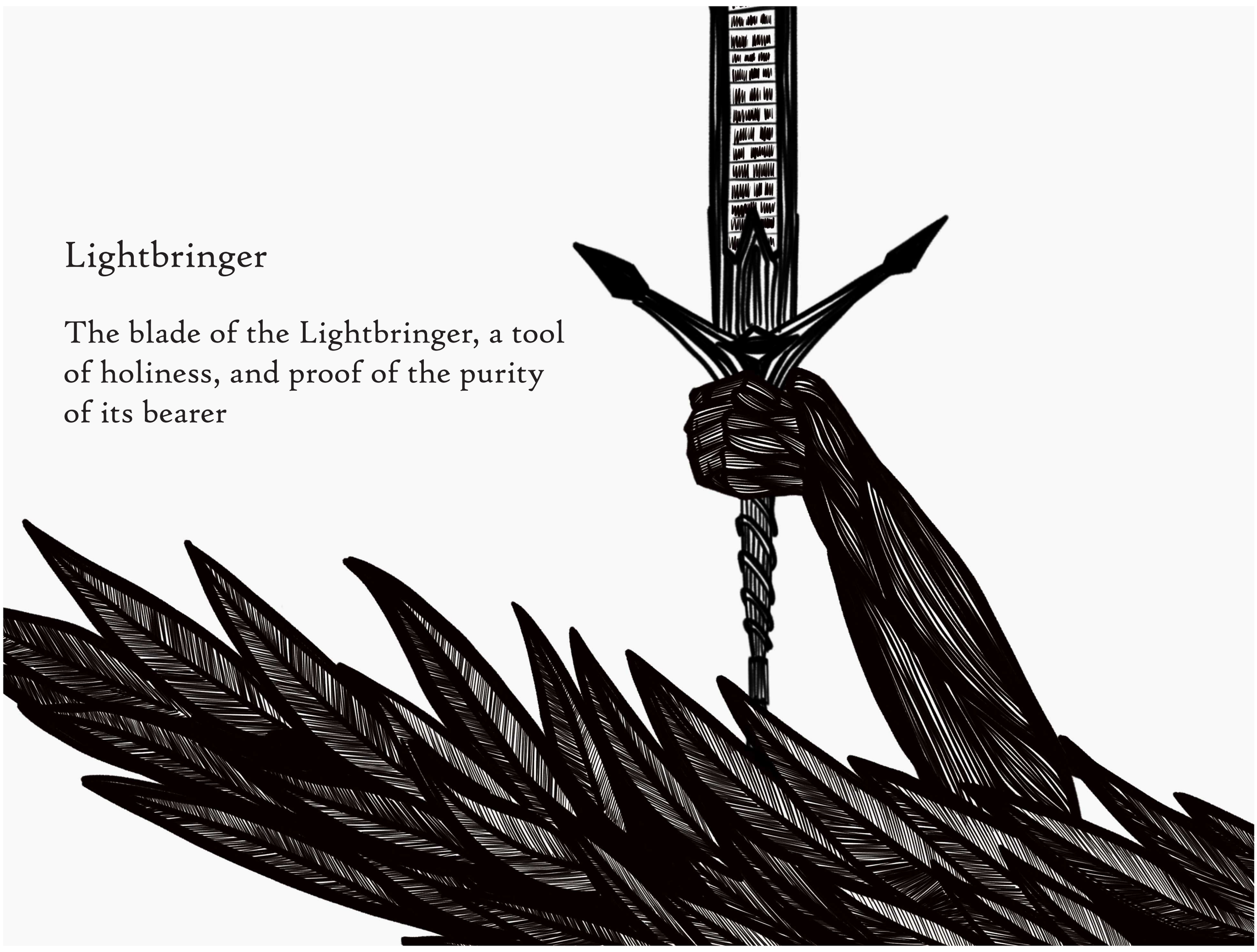
Lucifer rejects the beauty of the angel. He cannot destroy it completely, but he can damage it. He leaves the archangel stabbed and goes back to the hells to rule there in eternal stubbornness and ignorant hatred.



Reflektion Ending

After Lucifer had disarmed Michael, he saw the perfection of Michael for the first time in its entirety, a beauty that was once his own.

The beauty of the light, the splendor of the high heavens. He lowers his weapons and turns towards the light, Michael does not hold him back, for what is happening here is an opportunity.

Lightbringer

The blade of the Lightbringer, a tool of holiness, and proof of the purity of its bearer