

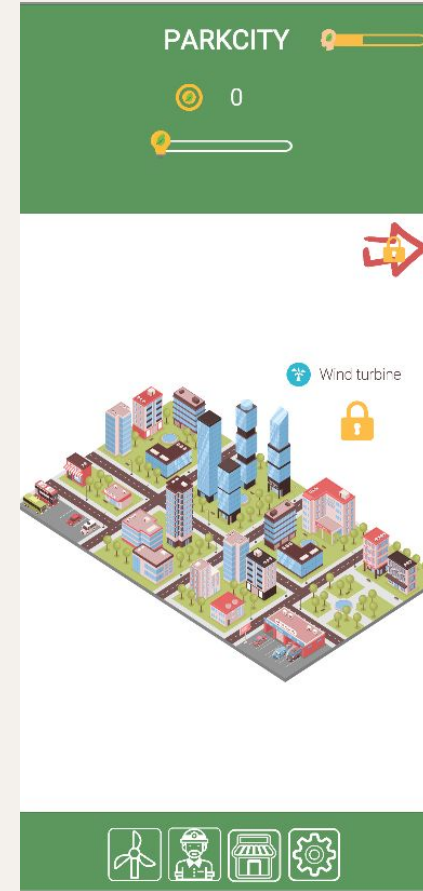


IDLE ECOCITY

MADE BY VALENTINA TOSTO

IDLE ECOCITY

- 2D idle and puzzle game
- Single player, designed in a simple and minimal style
- Install facilities and dumpsters in an idealistic city, to make it sustainable
- Transform each area of the city in a recycling ecosystem, playing a minigame



FEATURES

- GENRE: Idle/puzzle
- TARGET: 20-50 age, casual gamers
- GAMEPLAY TIME: Potentially infinite - Minigame: max 10 min
- BARTLE'S PLAYER TYPE: Achievers and socializers
- # OF PLAYERS: Single player
- GAME ENGINE: Unity



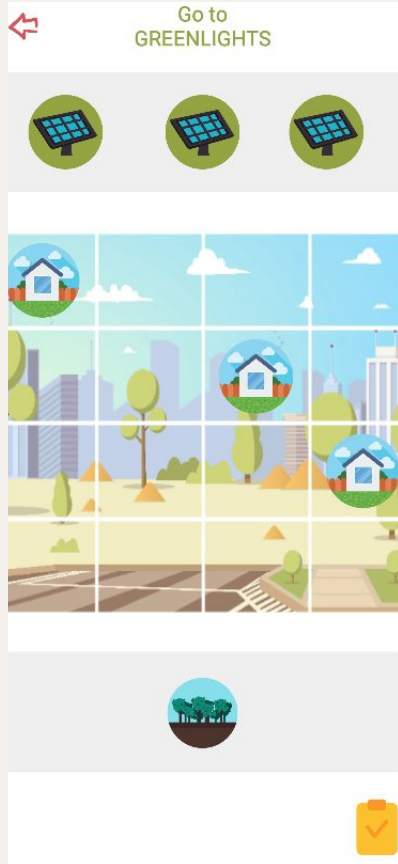
UNIQUE SELLING POINTS

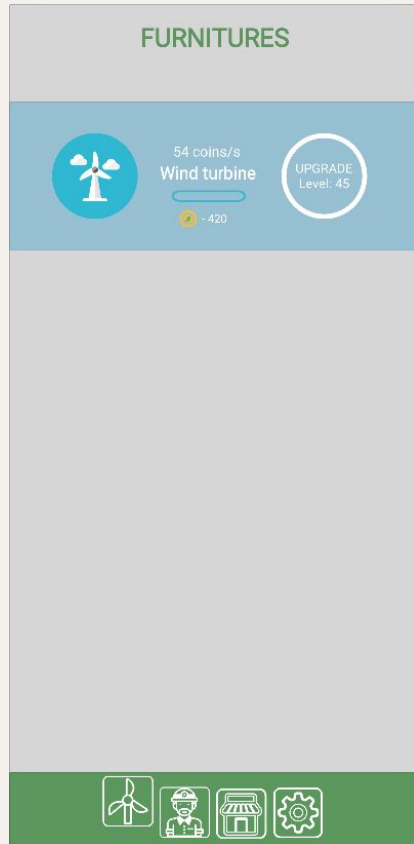
Combination of idle and puzzle game

Awareness about environmental issue

Few and easy gestures

Simple and easy goal: make city sustainable





REPLAY VALUE

Player progress, with leaderboard



In-game progress (incremental feature of idle)



Variety of eco-friendly furnitures



Scalability with new levels and customization



THREE MONTHS SCHEDULE





THANKS

94tinat@gmail.com
+39 3278831351

in [Linkedin profile](#)