

UNWELCOME HOME

A COZY TOWN THAT HATES YOU BACK
SNOOZE.GAMES – SMALL GAMES, FULL EXPERIENCE

ELEVATOR PITCH

**UNWELCOME HOME IS A STORY-DRIVEN
BEAT 'EM UP + 3D PLATFORMER
ABOUT TRYING TO START OVER
IN A SMALL TOWN THAT
REFUSES TO LET YOU BELONG.**

GAMEPLAY

**BEAT 'EM UP:
STYLISH, COMBO-BASED
COMBAT AGAINST MULTIPLE ENEMIES.**

**3D PLATFORMER:
WALL-CLIMB, TIMED JUMPS,
AND COMPLEX TRAVERSAL.**

**STORY-DRIVEN PROGRESSION:
LEVELS WITH CLEAR NARRATIVE OBJECTIVES.**



WHY UNWELCOME HOME STANDS OUT



GENRE FUSION WITH PURPOSE



EMOTIONAL STORYTELLING



COZY YET HOSTILE WORLD



STYLIZED & RECOGNIZABLE

WHO IT'S FOR AND WHY IT WORKS

AUDIENCE

- PLAYERS WHO ENJOY STORY-DRIVEN ACTION.
- FANS OF EMOTIONAL INDIE GAMES.
- GAMERS WHO LOVE FAST COMBAT AND EXPRESSIVE WORLDS.

MARKET FIT

- BLENDS POPULAR GENRES COZY LIFE-SIM TONE MEETS STYLISH ACTION.
- MATCHES THE DEMAND FOR NARRATIVE-RICH INDIE EXPERIENCES.
- BUILT TO STAND OUT VISUALLY AND CONNECT WITH STREAMERS.

ROADMAP



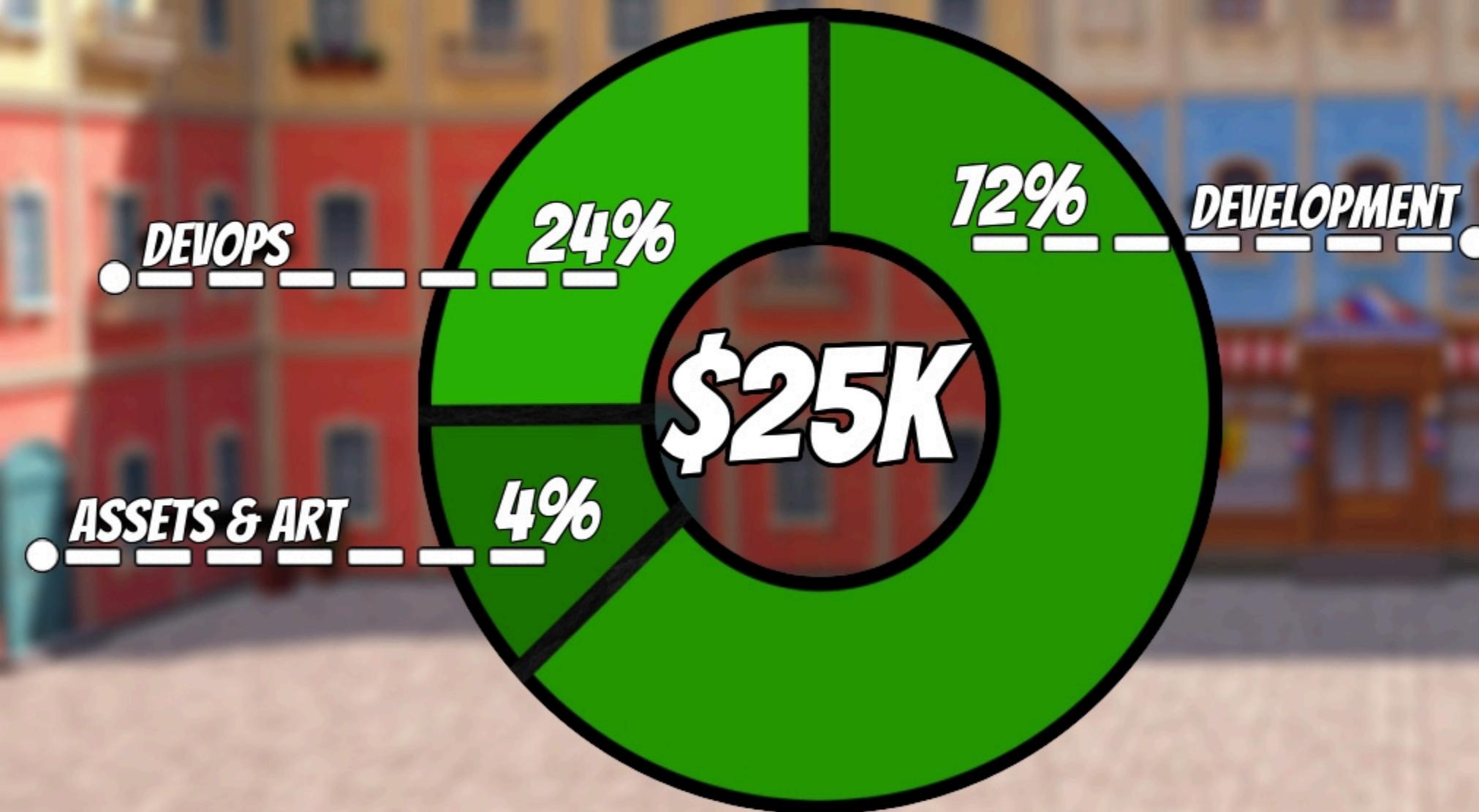
MEET THE DEVELOPER



**SNOOZE.GAMES
A ONE-PERSON STUDIO
BY ALAA ABUSARAH.**

**FOCUSED ON CREATING SMALL
GAMES WITH FULL EXPERIENCES
EMOTIONALLY ENGAGING,
MECHANICALLY SATISFYING,
AND VISUALLY DISTINCT.**

FUNDING & PARTNERSHIP



- **DEVELOPMENT: \$18,000 FULL GAMEPLAY SYSTEMS, POLISHING, AND TESTING.**
- **ASSETS & ART: \$1000 ADDITIONAL 3D MODELS, ANIMATION, AND SOUND.**
- **DEVOPTS: \$6,000 HOSTING, BUILDS, QA, OPTIMIZATION.**

A desert landscape under a blue sky with white clouds. In the foreground, there's a large, textured orange sand dune. On the left side, there's a small, weathered wooden chest with a metal handle. In the background, there's a prominent red rock formation. The overall scene has a slightly grainy, painterly quality.

**LET'S BUILD
IT TOGETHER**

SNOOZE.GAME / ALAA@sNOOZE.GAMES