

# FISHING & LIFESTYLE

NEW GAME  
CONTINUE  
OPTIONS





There is nothing more divine than  
the smell of freshly grilled fish,  
among your restaurant's  
customers....



# Game Sheet

## Target

Survival-game player  
Building-game player

## Genre

Survival  
Simulation  
Building  
Adventure

## Game Mode

Single-Player  
Multi-Player (Cooming Soon)

## Key Markets

EU  
USA

## Main Tech

Unity

## Platform

Pc

## Business Model

Buy to Play

## Languages

EN  
IT

## Price

24,99 €



# Game Concept

Fishing & LifeStyle is a survival/simulation game focused on fishing and building various restaurants across the islands of the Hakijimi archipelago.

You are the heir of an old fisherman and have spent your life on one of the islands of the archipelago.

The goal of the game is to refine your fishing techniques in order to sell and become wealthy, expand your restaurant chain, but be careful, the greater the clientele, the higher the demands.







Cooking like “Good Pizza,  
Great Pizza”

# Creative Mix



Graphic like “Grounded”



Building like “Raft”



Fishing like “Fishing  
Planet”



# Game Structure

Your lifestyle is based on the 'catch & cook' principle, where fishing represents both your main source of sustenance and an economic opportunity.

Build restaurants in different locations on the island, explore in search of unique ingredients and spices, upgrade your equipment, and interact with customers to refine your skills.

The game view is first-person; you can change your baits to catch different types of fish. Be careful not to die, and monitor your stamina, hunger, and thirst.

Set up your restaurant, walls, foundations, structure, stairs, and roofs, organize your kitchen and dining area to welcome customers.

Travel between the various islands to gather different types of fish and ingredients, and don't forget to set up a restaurant.

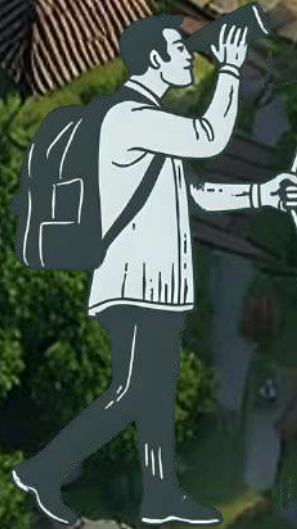




START



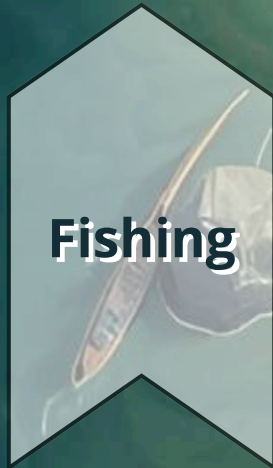
Explore



Harvest

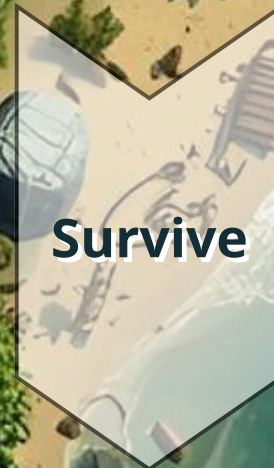


Fishing



# Game Loop

Survive



Build



\$



Sell





An aerial view of a tropical island. In the center is a large, multi-story wooden house with a grey roof and a small tower on top. The house is surrounded by lush greenery, including many palm trees and other tropical plants. The island has a sandy beach area at the bottom. The water around the island is clear and blue, with some rocks visible underwater. The overall scene is bright and sunny.

# Game Pillars

- 1) The lifestyle that is based on catch, cook, and sell.
- 2) The variety of NPCs to talk to because they unlock various skills in all areas: fishing, cooking, building.



# Key Selling Points

- 1) Limited variety of games that combine the mechanics of catch and cook, sell and building, all in one.
- 2) Complete customization of the various restaurants and the different recipes.
- 3) A free style of gameplay, a wide variety of ways to earn profits and progress in the game.
- 4) Pure adrenaline during the fish fight, the meal on the table is not guaranteed.





# Cost and Returns

Necessary Funds

€ 1.055.000

Selling Price

€ 24,99

Break Even Points

60.300

Foreseen Units

500.000 Units  
following our Market  
Research on our  
competitors

Team Costs

€ 825.000  
Estimated  
Total Costs





# Production Timeline

