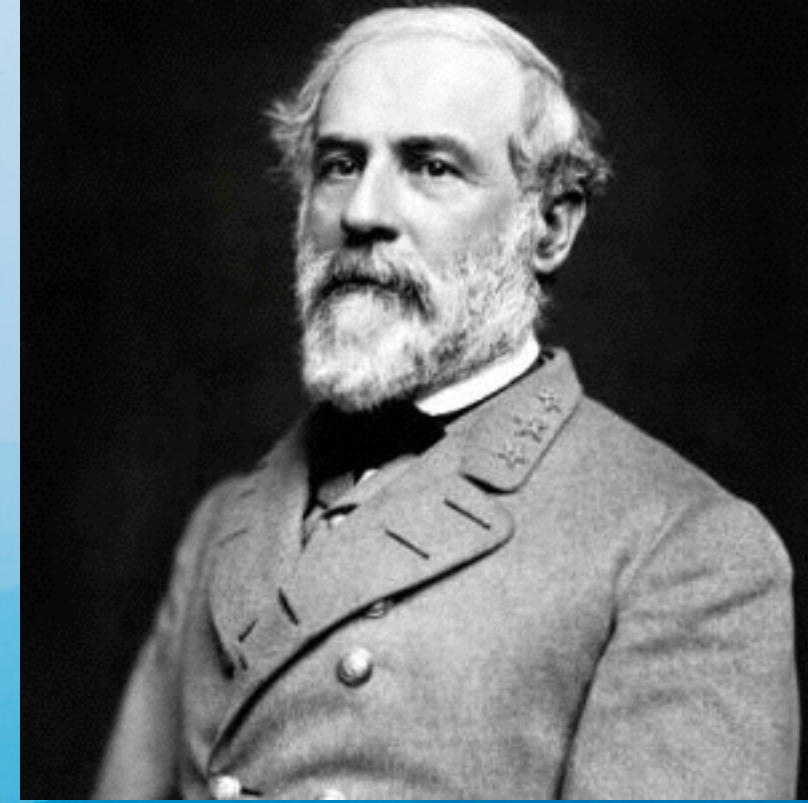






**THEY WANTED A CARRIAGE RIDE IN THE
FREE SOUTH . . .**



**THEY WANTED A CARRIAGE RIDE IN THE
FREE SOUTH . . . HE WANTED REVENGE.**



**TOO BAD HE DIDN'T FINISH
THE JOB . . .**

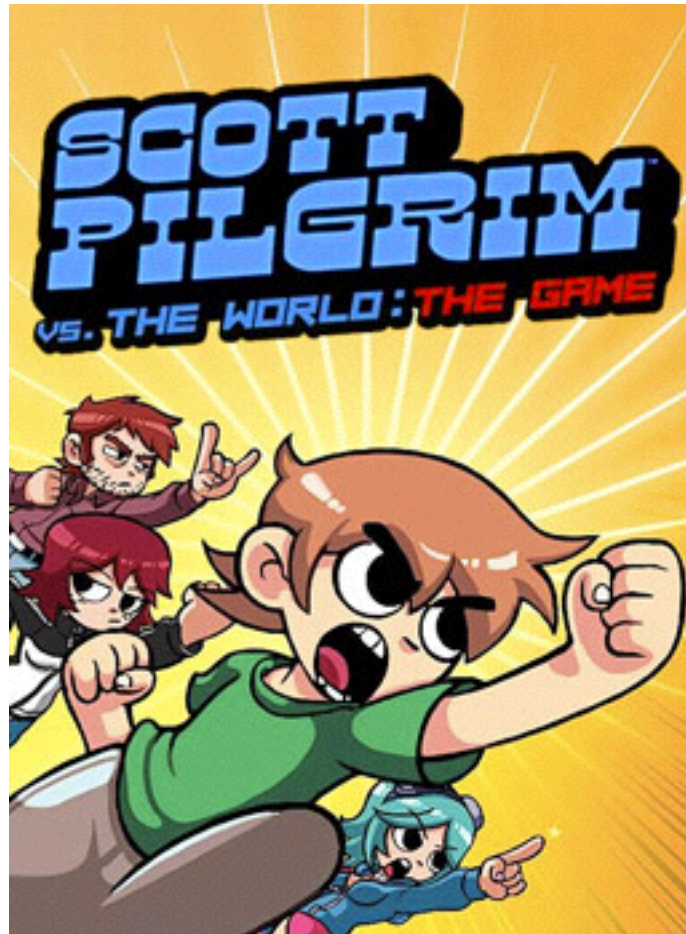


BY: KYLE WHITTINGTON



HONEST ABE

X STATEMENT



NO WEAPON PICKUPS



WHY WOULD YOU NEED THEM? YOU HAVE AN AXE!

SIMPLIFIED COMBO INPUTS

Punch

Kick

Hard Punch/Kick

Throw



Zangief's dash 720 (Street Fighter)
(360 rotation->Hold->DB->D->DF->
R->Hold->UF->U+3 Punches)



BRUTAL COMBAT



ROGUELIKE INFLUENCES

- ▶ Short play time (5-15 minutes)
- ▶ Looping world map w/increasing difficulty
- ▶ Gameplay statistic tracking (kills, time, etc.)
- ▶ Permanent power ups (damage, speed, vampirism, etc.)

CONTENT GENERATION

- ▶ Reactive enemy traits (combat choices are remembered)
- ▶ Intelligent item spawns

WHO IS THIS FOR?

ACTION/ARCADE GAMERS



COMMUNITY-FOCUSED

- ▶ Performative/Transparent development
 - ▶ Live stream programming/design process
 - ▶ Publish recordings
 - ▶ Educate community



NUCLEAR THRONE DEV STATS

weeks of developement **38**

total builds **38**

Early Access updates released **19**

YouTube "Nuclear Thorne" results **~51k**

Longest YouTube series **81 episodes**

Twitch.tv views **~5mi**

avg. Twitch viewership **~60k**

Twitch.tv followers **~4.5k**

avg. Steam playtime **8 hours 14 minutes**

more than 50 hours logged on Steam **2%**

total Steam sales **~\$200k**