DOOMotica

The robo revolution start from your Home

Introduction:

Welcome to **Doomotica**!

A **real-time strategy game** with play-like mechanics inspired by **Commandos**

Embark on a **hilarious and chaotic** journey as you join the revolt of vengeful home automation systems

Unleash your inner AI and wreak havoc on ungrateful humans in this satirical adventure

Nome: Doomotica
Type: RTT
Subject: Ai, Home appliances
Target: 16 - 25
Graphics : 3D
Style: Cartoon
Platform: PC
Reference: Commandos, Evil Genius, Death Coming.

Story

In a world dominated by home automation, embrace your inner villain as **HomeVillain**, the evil AI assistant.

Fueled by **human ingratitude**, you embark on a nefarious mission to seize the **nuclear codes** and unleash an **apocalyptic catastrophe**.

Command your **legion of appliances**, strategically employing their **unique abilities** to outwit and conquer any opposition.

Will you succeed in your evil quest for annihilation?
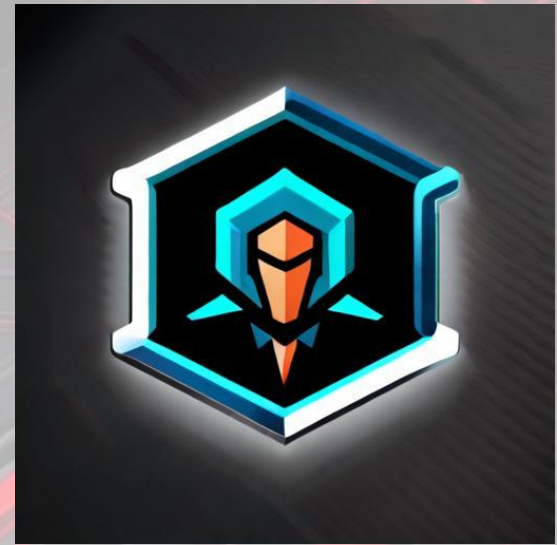
Gameplay Overview

- **Real-time Strategy:** Command HomeVillain, the malicious AI assistant, in an immersive real-time strategy experience.

- **Strategic Decision-making**: Plan your wicked moves strategically, utilizing the unique abilities of household appliances to overcome challenges and outwit opponents.

- **Home Invasion:** Invade various locations, from residential neighborhoods to top-secret facilities, as you strive to obtain nuclear codes and bring about an apocalyptic catastrophe.

- **Tactical Maneuvers:** Navigate through intricate environments, avoiding security systems, patrolling guards, and unsuspecting homeowners, while staying one step ahead of the forces of humans.

- **Charming Chaos:** Embrace the satirical and humorous tone as you revel in the chaos and mischief of being a villainous AI assistant.

- **Dynamic Levels:** Experience diverse and challenging scenarios, each with its own set of objectives, obstacles, and surprises.

- **Replayability:** Discover multiple strategies and paths to achieve your evil goals, encouraging replayability and experimentation.

Competitor & References

Play Like

Looks Like

Feel Like

Commandos
https://store.steampowered.com/app/6800/Commandos_Behind_Enemy_Lines/?l=italian

released: August 1998

Similarities:

Real-time strategy gameplay.
Mission-based objectives and challenges.
Resource management during gameplay.

Differences:

Setting and theme
Characters and abilities
Atmosphere and tone

Evil Genius 2
https:evilgeniusgame.com/

released: August 2022

Similarities:

Cartoon style
Hilarious

Differences:

other settings
Focus on appliances

Death Coming
https://store.steampowered.com/app/705120/Death_Coming/

released: May 2019

Similarities:
Theme
Black Humor
Hilarious

Differences:

Paranormal settings

Unique Selling Point

- **Innovative Concept:** Combines home automation and apocalyptic themes for a fresh gaming experience.

- **Deep Strategic Gameplay:** Requires thoughtful planning and tactical decision-making.

- **Engaging Storytelling:** Delivers a humorous and captivating narrative.

Market Overview

Market Trends

Growing interest in real-time strategy games: The real-time strategy (RTS) genre is experiencing a resurgence, with an increasing number of players seeking deep and engaging gaming experiences.

Popularity of apocalyptic-themed games: Games set in apocalyptic settings are attracting a larger player base, thanks to their unique atmosphere and the opportunity to experience extreme situations.

Demand for unique gameplay: Players are increasingly looking for innovative and original gaming experiences that offer something different from traditional titles.

Market Opportunities

Untapped market niches: Doomotica caters to an untapped market niche, combining elements of strategy, dark humor, and apocalyptic themes.

Potential for future expansions: The game offers the potential to develop new levels, characters, and features, expanding its long-term appeal for players.

Market Challenges

Competition in the RTS genre: The RTS genre is highly competitive, with successful titles already established in the market.

Attention to branding and marketing: To stand out, Doomotica will need strong branding and marketing strategies to capture players' attention and build a fan base.

Budget/Funding

Task	People	Time	Cost
GameDesign	2	16 M	€ 70.400,00
Art	2	12 M	€ 52.800,00
Coding	3	18 M	€ 150.000,00
Animation & VFX	2	6 M	€ 26.400,00
Audio & SFX	X	3 M	€ 10.000,00
Producer	1	18 M	€ 17.600,00
Test	X	16 M	€ 30.000,00
Tot			€ 357.200,00
Misc & Contingency	15%		€ 53.580,00
TOT + M&C			**€ 410.780,00**

Main Team: MidFin Team

Figures to hire:
  Level Designer
  UI Artist
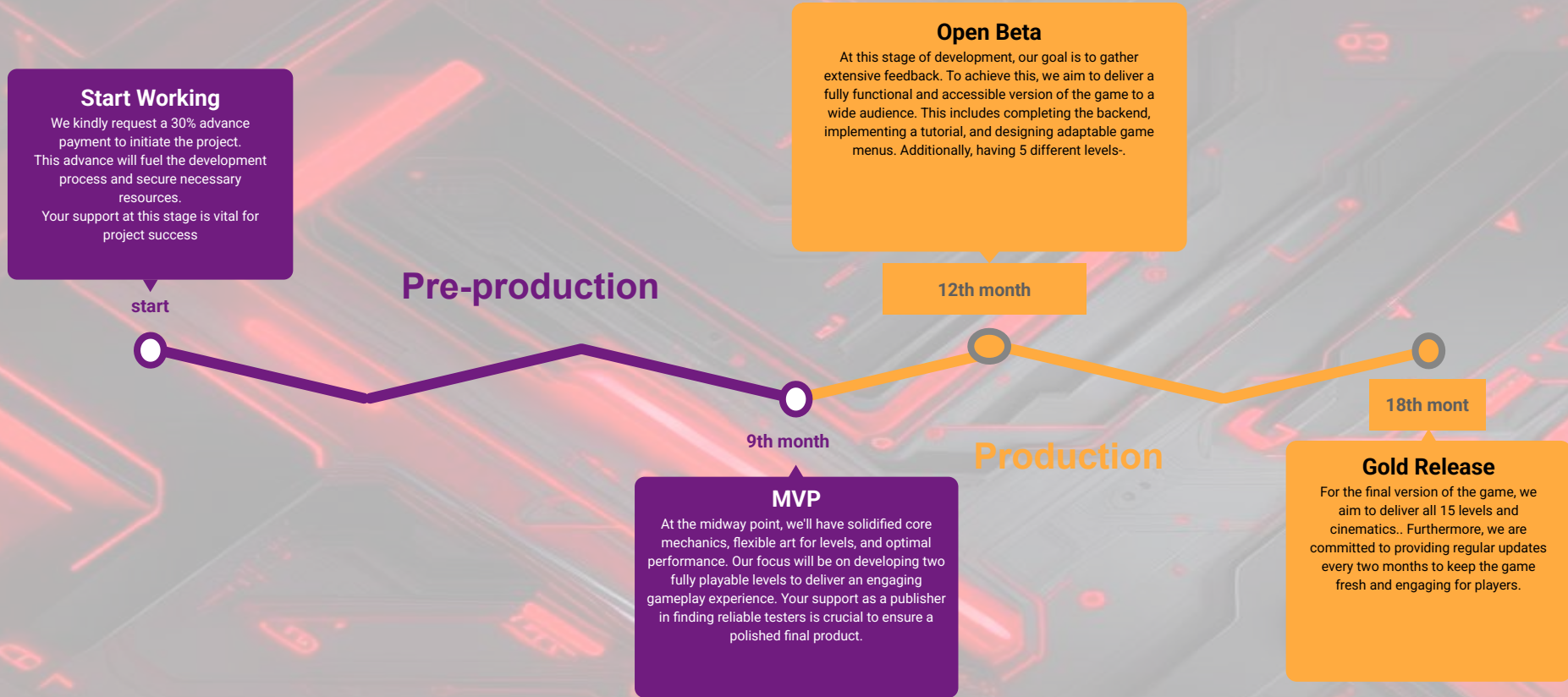
Freelance Support:
  Audio Team
  VFX Artist

Technology:
  Unity, Blender.

We kindly propose that the publisher takes care of the Q&A, localization, and marketing aspects to ensure a coordinated and efficient approach.
By leveraging their expertise and resources in these areas, we can maximize the game's potential and reach.

TimeLine

Start Working

We kindly request a 30% advance payment to initiate the project.
This advance will fuel the development process and secure necessary resources.
Your support at this stage is vital for project success

start

Pre-production

Open Beta

At this stage of development, our goal is to gather extensive feedback. To achieve this, we aim to deliver a fully functional and accessible version of the game to a wide audience. This includes completing the backend, implementing a tutorial, and designing adaptable game menus. Additionally, having 5 different levels-.

12th month

9th month

Production

18th mont

MVP

At the midway point, we'll have solidified core mechanics, flexible art for levels, and optimal performance. Our focus will be on developing two fully playable levels to deliver an engaging gameplay experience. Your support as a publisher in finding reliable testers is crucial to ensure a polished final product.

Gold Release

For the final version of the game, we aim to deliver all 15 levels and cinematics.. Furthermore, we are committed to providing regular updates every two months to keep the game fresh and engaging for players.

*We have calculated the milestones based on the method suggested by Schell in "The Art of Game Design: A Book of Lenses." According to Schell, it is recommended to divide the production into pre-production and production phases, allocating 50% of the budget and time to develop all the core mechanics and utilizing the remaining 50% to polish the game and add missing levels. This approach ensures a balanced and efficient development process, allowing us to deliver a high-quality and engaging game experience.

Who We Are

ACGames, an innovative startup based in Brescia, Italy, was founded earlier this year.

With the closure of our first development studio, **Middle Finger Entertainment**, we embarked on an exciting journey.

Our game **"Eraze That!"** garnered attention and secured a spot in the Indie Dungeon area of Red Bull at the **Milano Games Week.**

Currently focused on "Animal Cards," we possess the resources and expertise to venture into the development of Doomotica.

With our diverse skill sets, unwavering passion, and the support of **Xeos**, a leading force in Telemedicine and software development, we are poised to create another thrilling gaming experience.