



# PITCH DECK

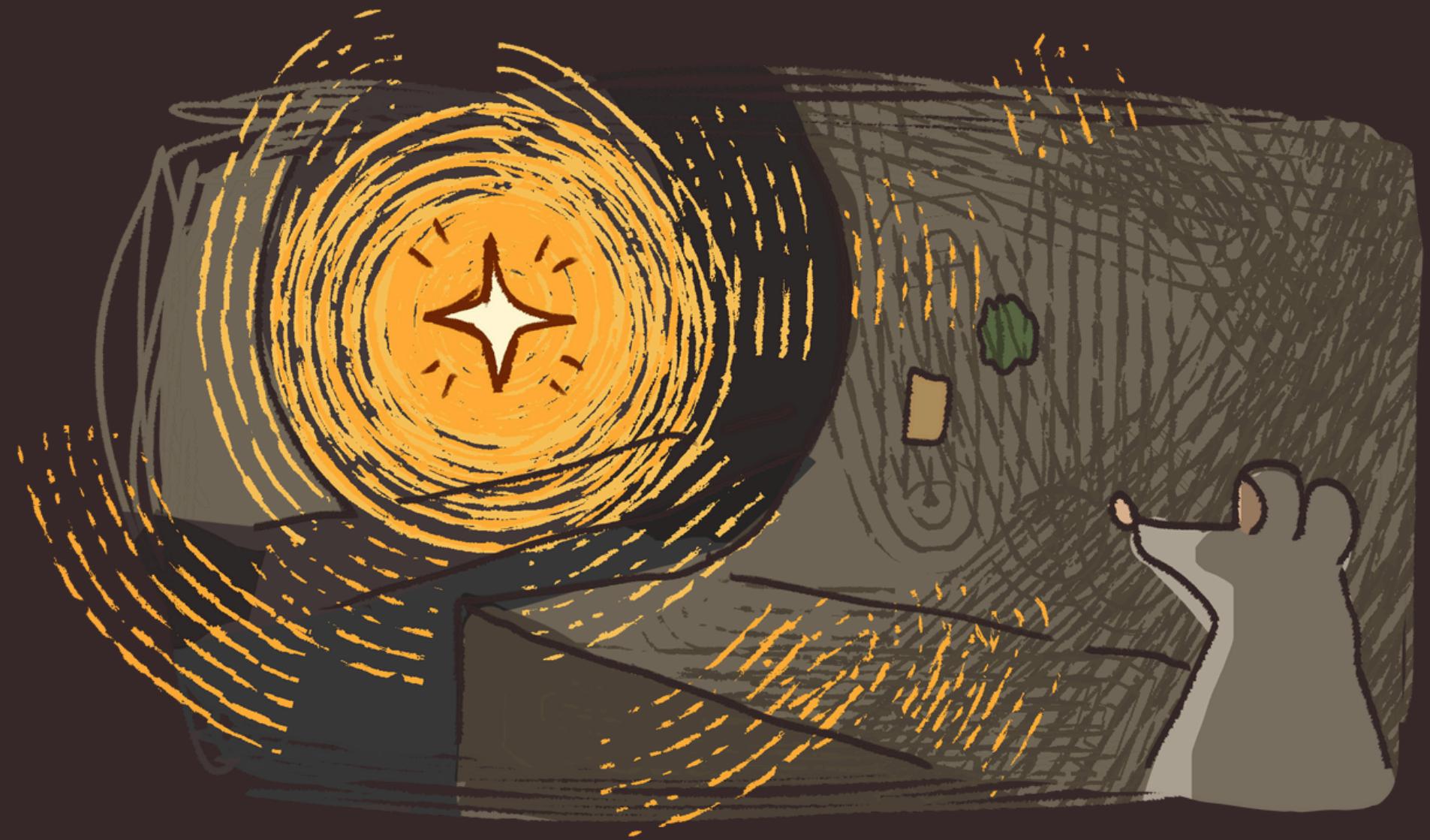
Teerada Chatrattanawuth 6688016



# *REMISON THE SEWER RAT*

A clicking game for PCs with a  
kids story book theme  
conveying messages for both  
kids and adults.

The sewer rat “Remison”  
wakes up to the magic that  
help it change its life



# **REMISON THE SEWER RAT**

**Encourage changes  
and stepping out of  
comfort**

**Choose the life you  
want**

**2D storytelling with  
spam clicking  
mechanics for tasks**

**Kid storybook vibe,  
childhood nostalgia,  
storytelling style**

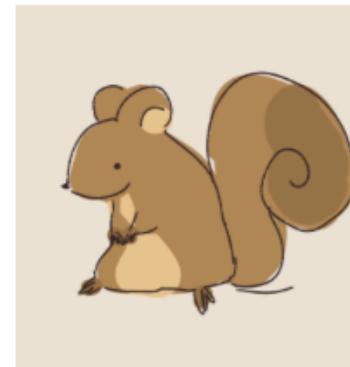
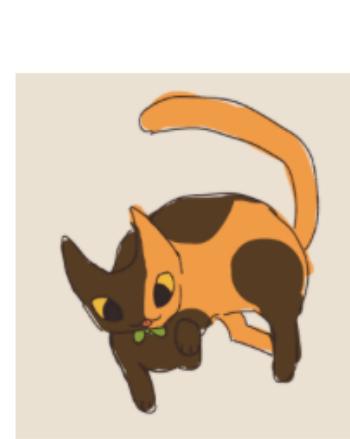
# SETTING

The game is set on a storybook world that reflect real life but also blend with dreamy fantasy like talking animals and magic.



# CHARACTERS

This game storytelling uses each support characters as a narrative to convey each view of life.



## The arrogant house cat

The house cat who wanders around the street for fun. The cat is domesticated. It serves a purpose of catching rats in the human home for being fed. It is happy and proud of its role and gets spoiled by humans everyday at home.

## The beautiful squirrel

The squirrel who lives in the park tree. Despite its similarities with rats, it was awed by humans at the park. They have similar ears, similar nose, similar hands, but the squirrel has a beautiful fluffy tail. It doesn't know what a sewer rat life is like.

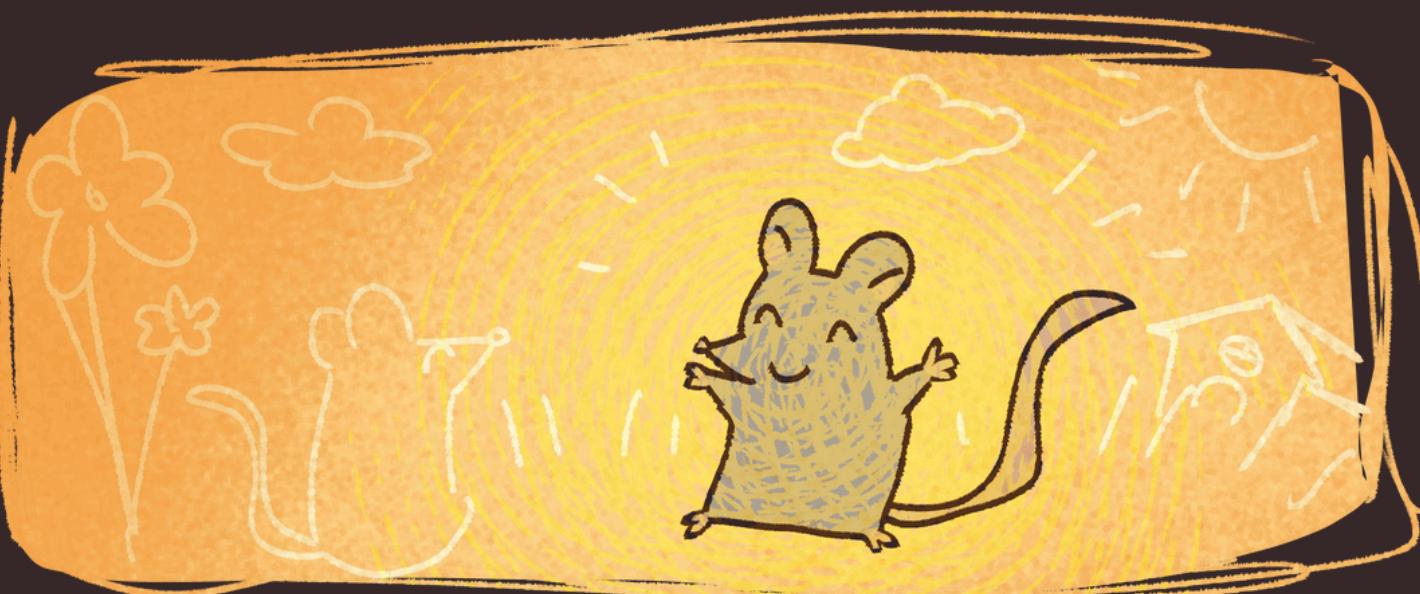
## The chill street rat

Another rat who lives back street. It may still be hated by humans, but it is free and lives a fun life with its friends. Even though its life is always in danger from other animals and humans, it is happy.

# TARGET

young adults who want to play a short chill and relaxing game.

The message of the game is also for people aged around 17-25 which is the period of life where people think about their future and purpose in life.

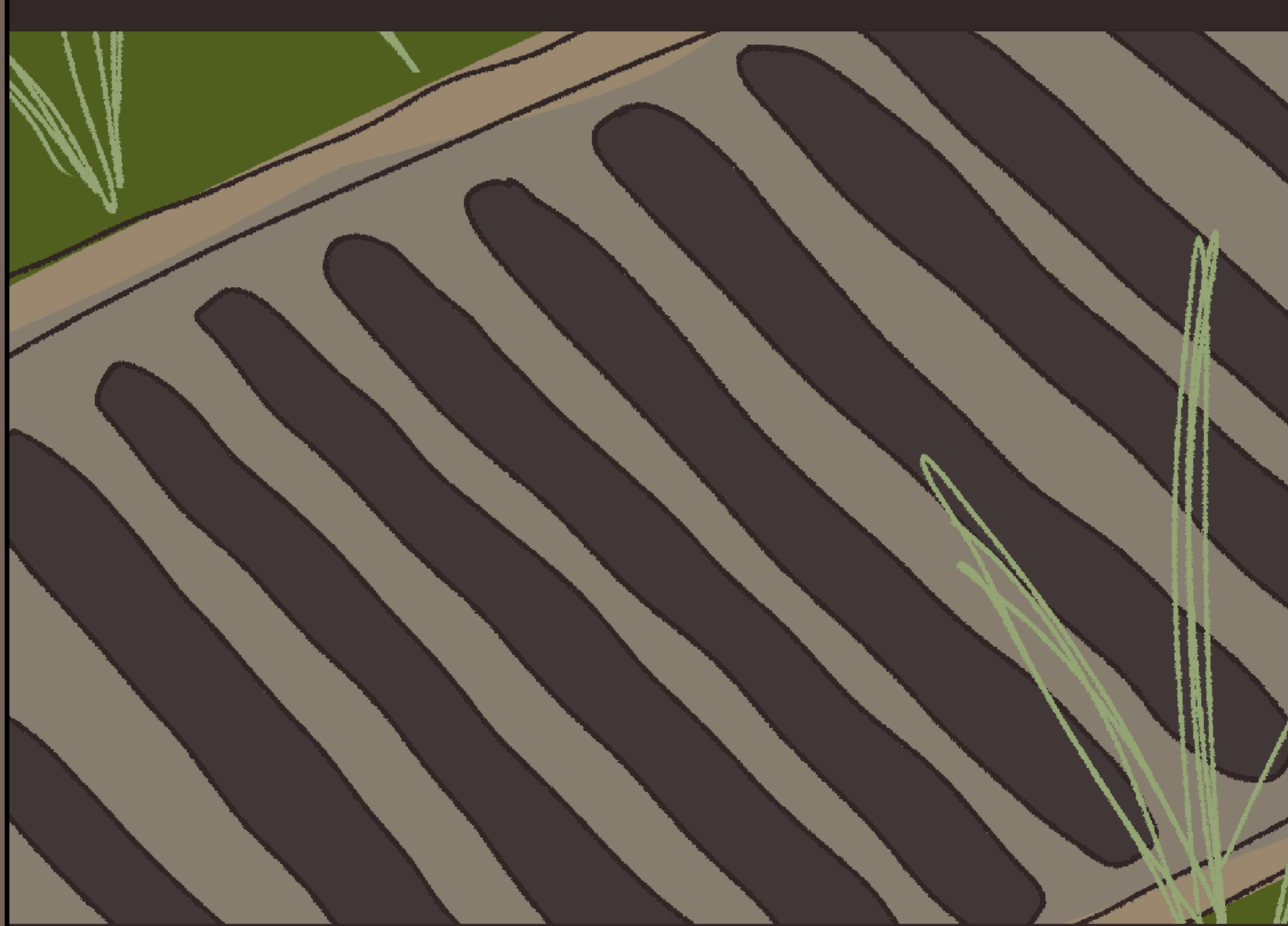


# STORY

HE FEEL STUCK  
IN HIS LITTLE SEWER HOME.



# CUTSCENES



# G A M E P L A Y

