

HEARTH



WAVE
CRAFT

ELEVATOR PITCH

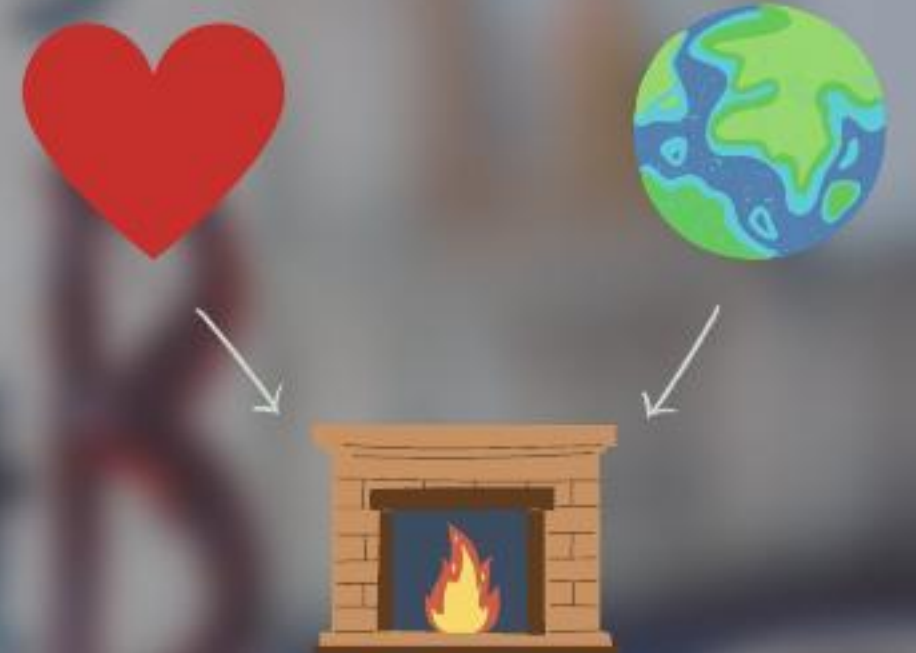
THIS IS HEARTH


Do you really know what 'Climate Change' means?
What are the consequences this has on your life?

Maybe putting on the shoes of another person, similar to you but coming from the near future, exploring a stylized and changing world in 2.5D, or putting yourself in front of choices can help you to understand.

This is what we will let you experience from your PC.

This is HEARTH. Your future. Your home.





SYNOPSIS

WHAT'S HAPPENING TO EARTH?

HEARTH is the story of a world that changes too quickly.

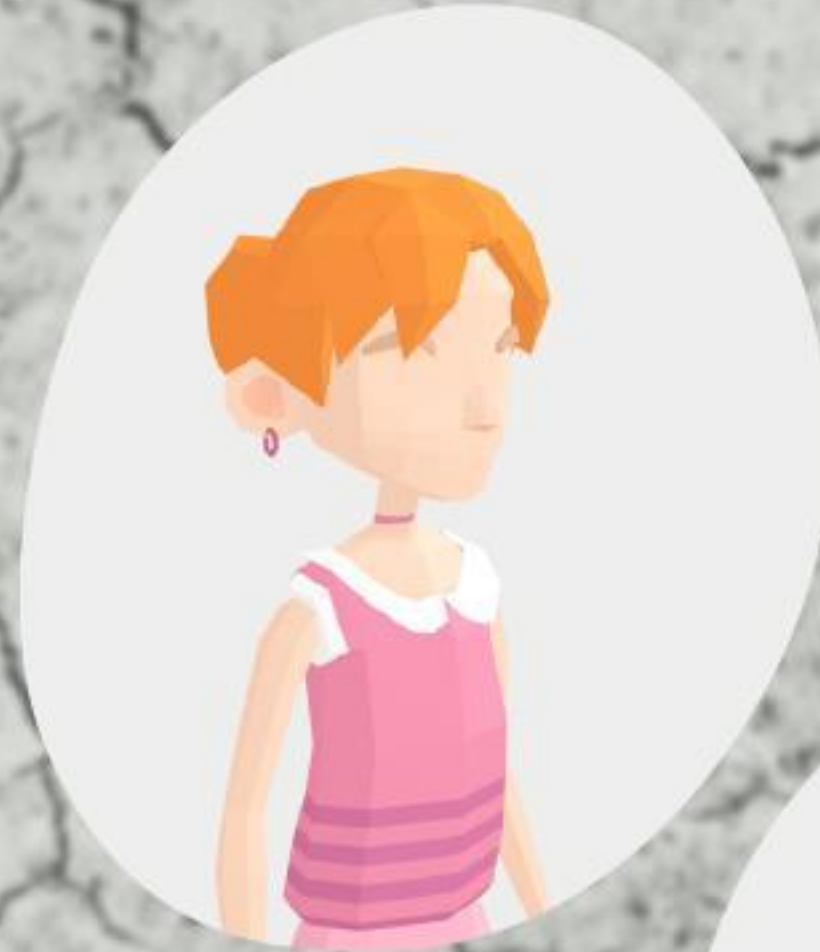
In the role of an ordinary boy, surrounded by ordinary people, the player will have to be able to find the right compromises to face the consequences of his surroundings.

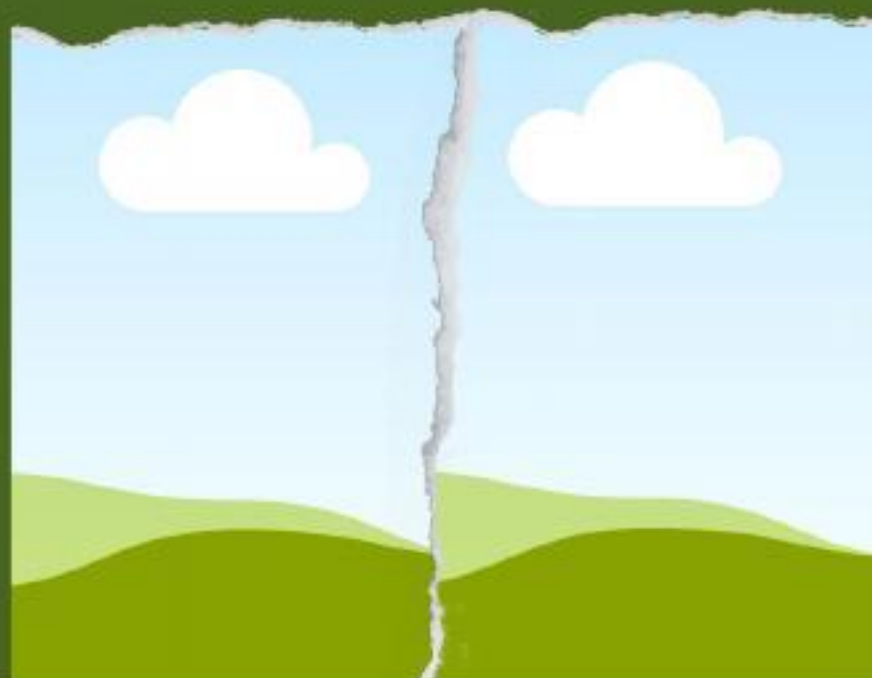
SYNOPSIS

PROLOGUE

HOW DID WE GET TO THIS POINT?

Player will retrace the story of the protagonist's parents and experience some of the fundamental mechanics.





GAME MECHANICS

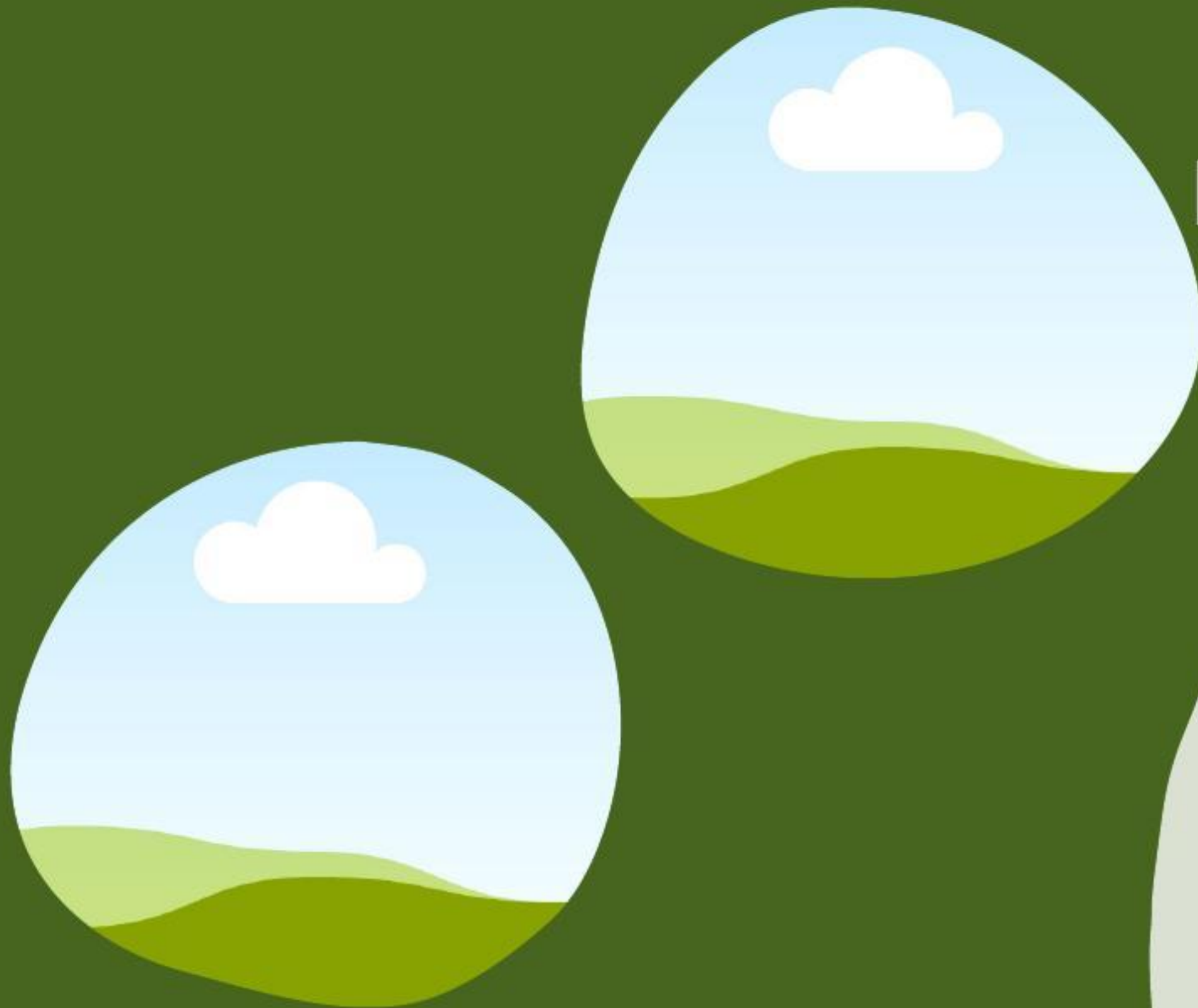
CHOICES

CHANGE YOUR STORY AND MUCH MORE

HEARTH makes the player faces several choices.

But remember that in this world everything is interconnected.

The decisions will affect player's future and other characters and their surroundings.



QTE

PUZZLE

GAME MECHANICS

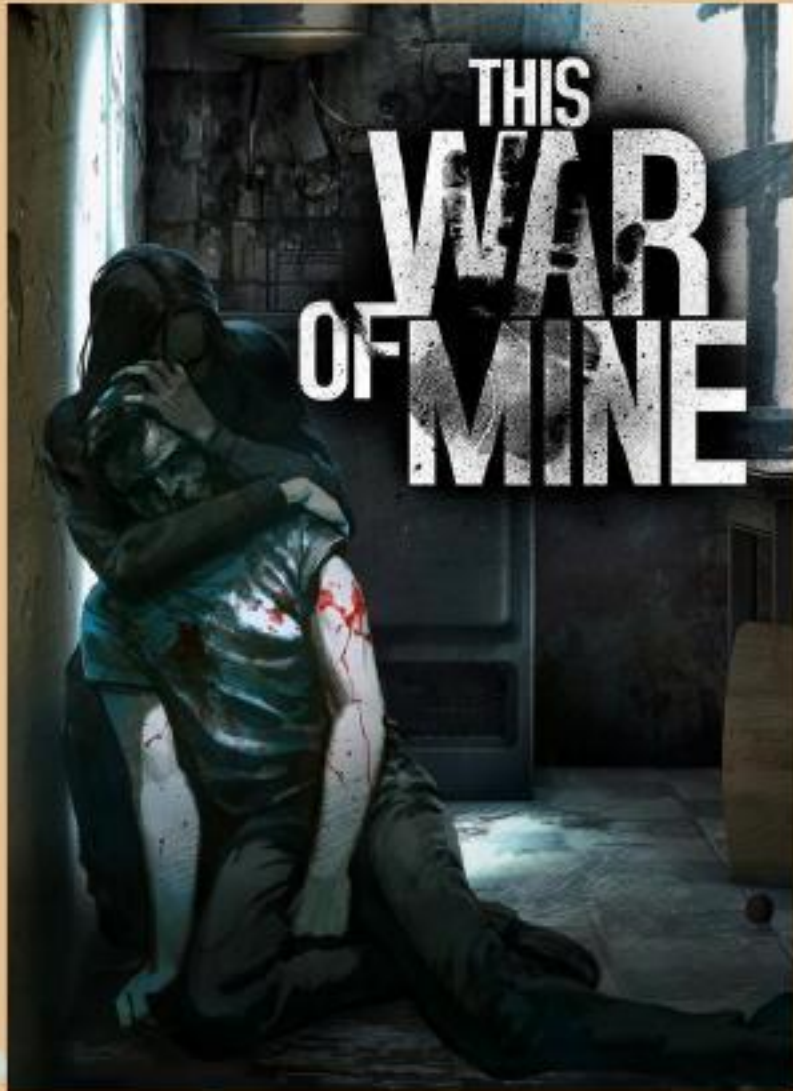
ACTION

**IMMERSE YOURSELF IN
THE STORY**

More interactive secondary game mechanics
will be present at decisive moments to add
action and increase immersive.

REFERENCE

VIDEOGAMES



DILEMMAS AND
"HARMONY"



MOOD AND
2.5D



THEME AND
STYLE



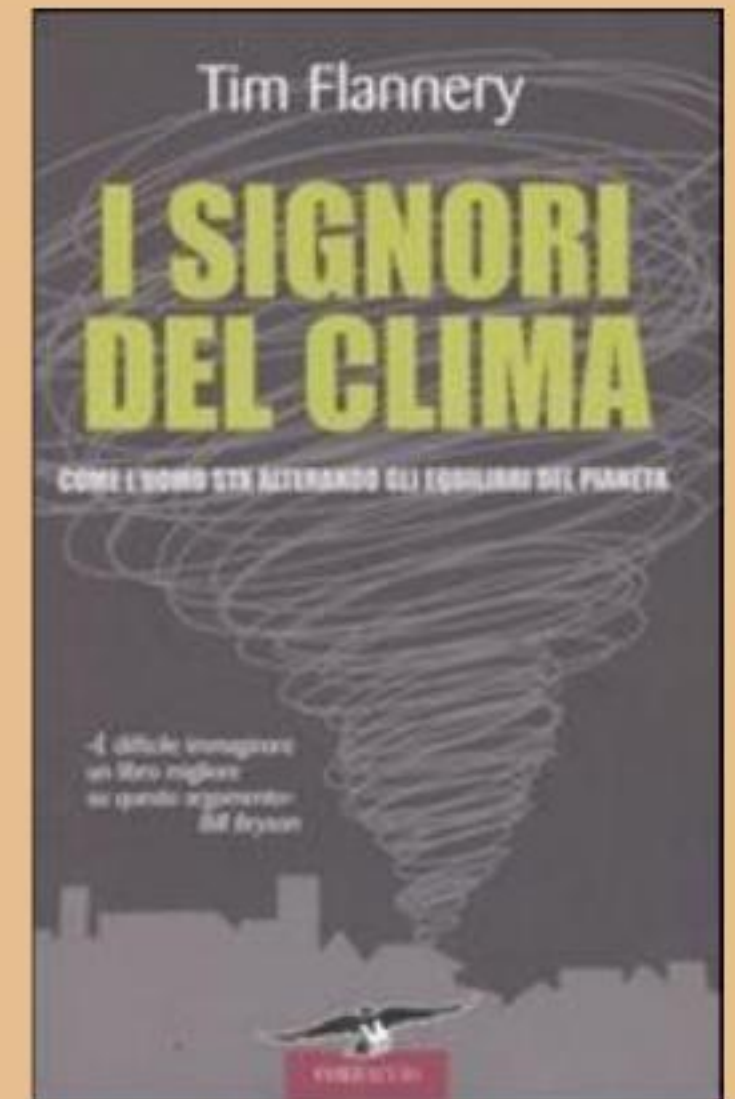
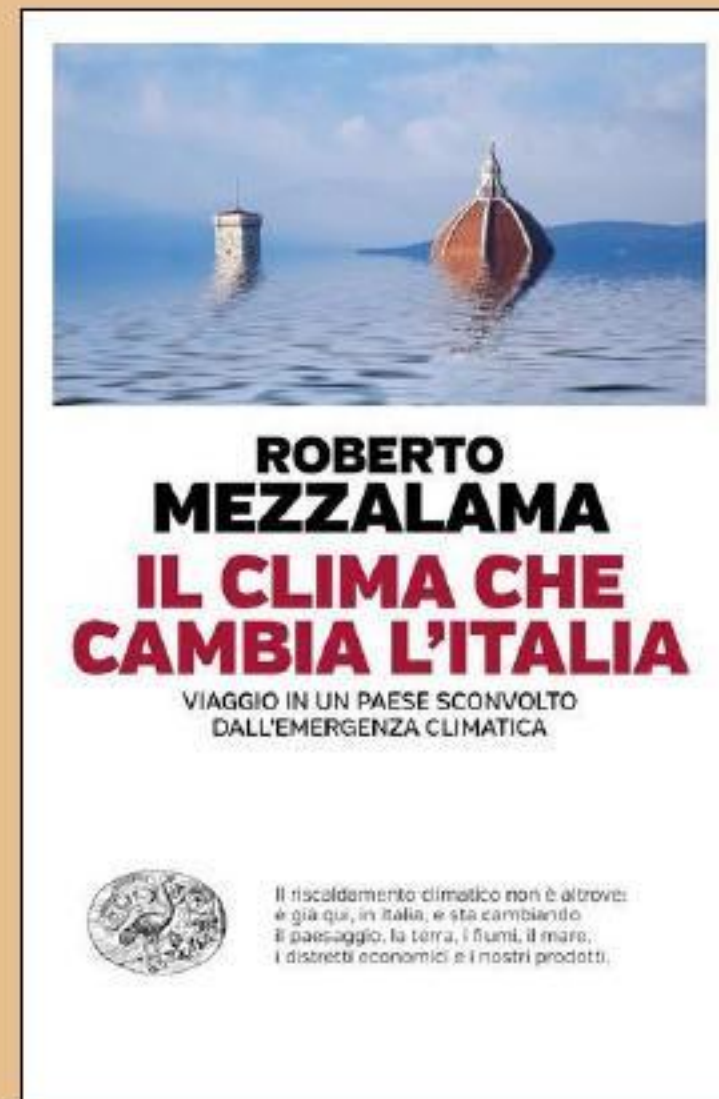
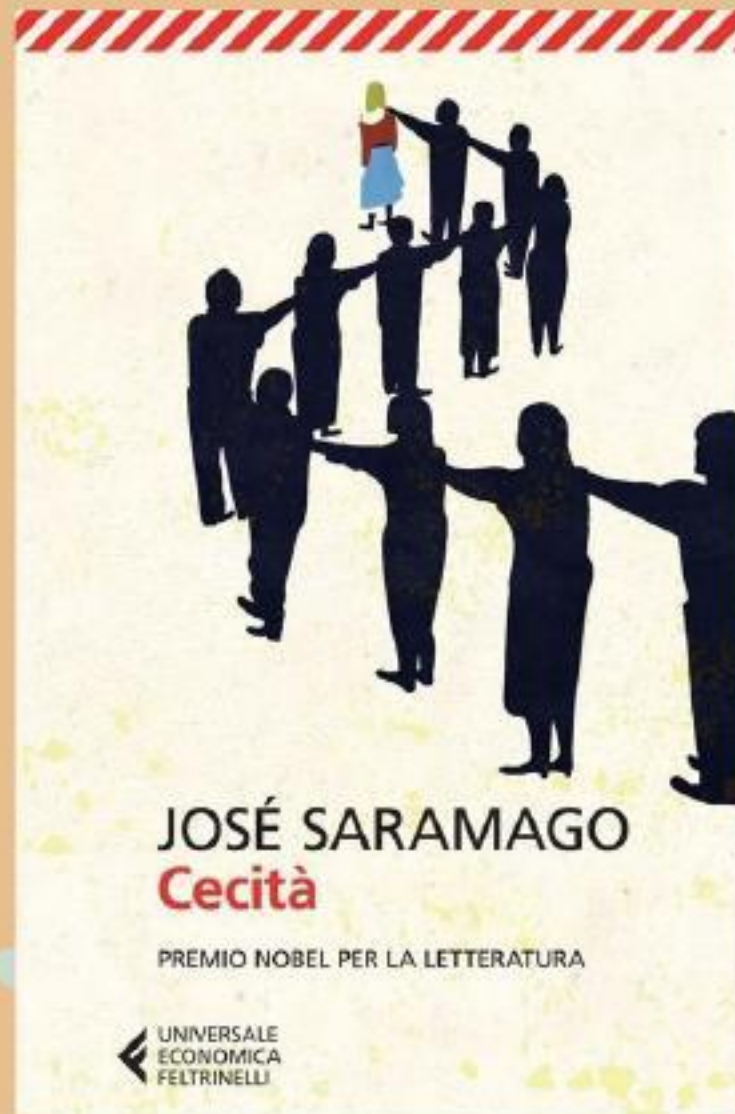
GAME
MECHANICS

REFERENCE

OTHERS



UNIVERSITÀ
DEGLI STUDI
DI TORINO



TARGET



KILLERS

ACHIEVERS

- complete all the possible narrative arcs
- unlockables related to the story and more

SOCIALIZERS

EXPLORERS

- changing landscapes

FOR PEOPLE WHO...

...have an interest in social issues

...love emotional stories

TEAM BEHIND WAVECRAFT



Federica Giorgione

GAME DESIGNER, NARRATIVE
DESIGNER, ARTIST



Carmelo Proetto

PROGRAMMER



Carlo Vitale

PROGRAMMER



Giulia Medde

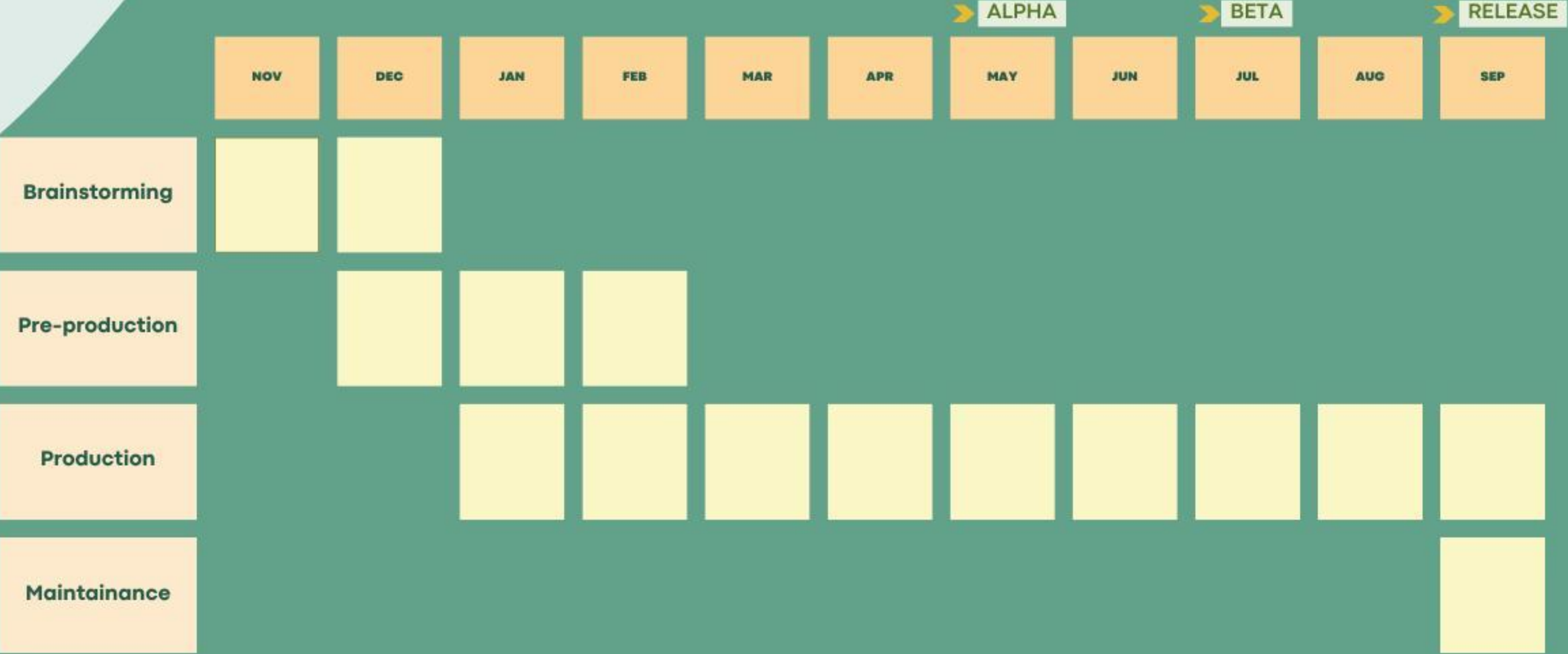
PROGRAMMER



Agazio Riitano

ARTIST, PROGRAMMER

TIMELINE



MARKETING



COMPETITORS



Developer	Herobeat Studios	Sales	
Full price	\$ 29.99	Meta score	75
Release	Jul 19, 2022	Average playtime	4 hours



Developer	11 bit studios	Sales	
Full price	\$ 19.99	Meta score	83
Release	Nov 14, 2014	Average playtime	13 hours (main story)



Developer	Jumpship	Sales	
Full price	???	Meta score	
Release	2022	Average playtime	

BUDGET

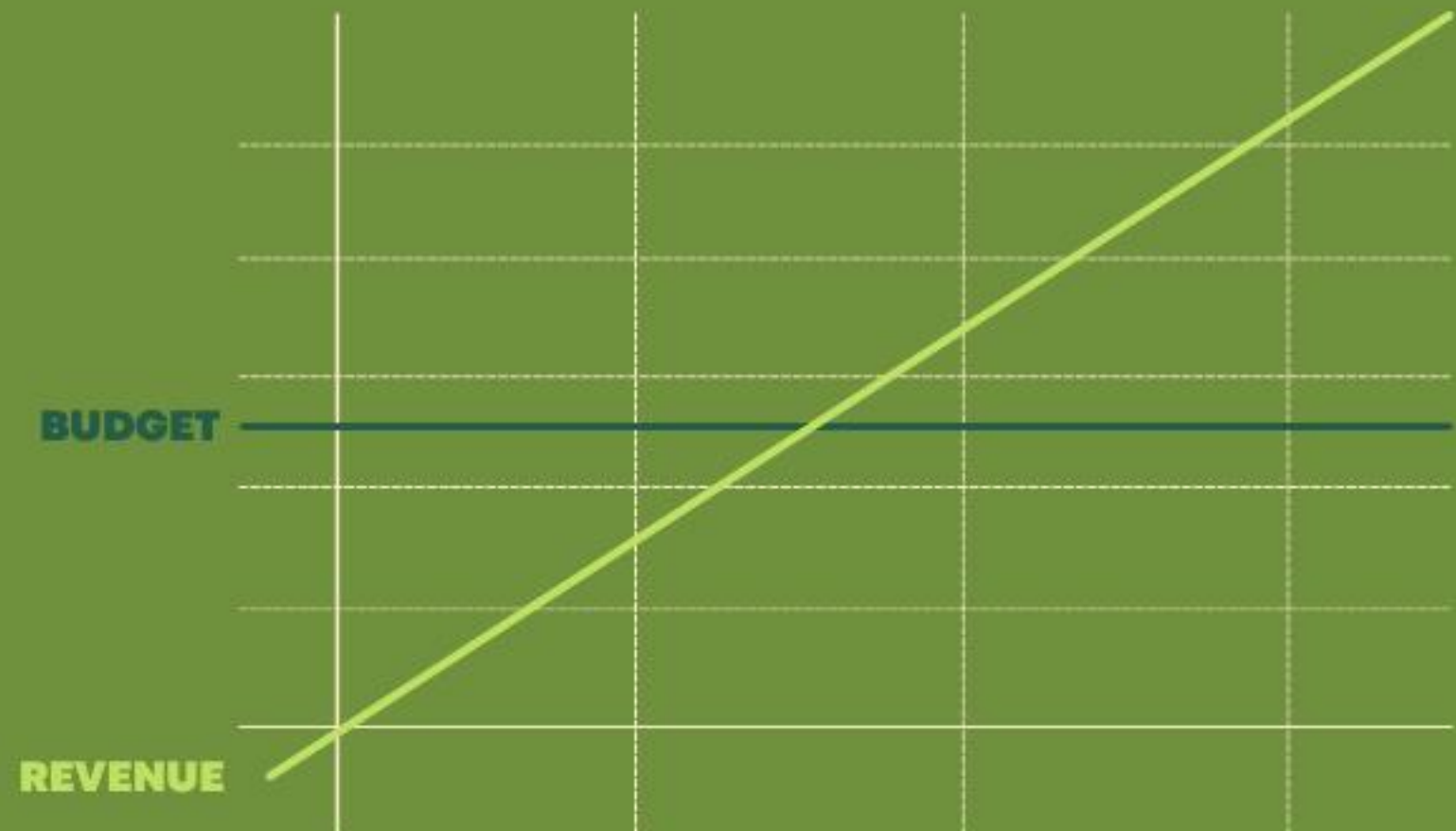
Design & Production	€ 30.000
Software Developement	€ 50.000
Art	€ 40.000
Sound	€ 13.000
QA & Playtesting	€ 30.000
Miscellaneous (Marketing, Administrative)	€ 15.000
Contingency 10%	€

TOTAL

€ 000.000

BREAK EVEN POINT

LAUNCH PRICE	SALES
€ 9.99	???
→ € 14.99	???
€ 19.99	???



HEARTH IN SHORT