

H E A R T H



WAVE
CRAFT

ELEVATOR PITCH

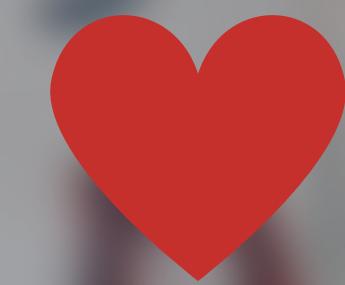
THIS IS HEARTH

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.



A collage of three circular images. The top-left circle shows a large forest fire with intense orange and red flames. The bottom-left circle shows a nuclear power plant's cooling tower emitting a thick plume of white steam into a cloudy sky. The background is a dark, textured surface.

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.

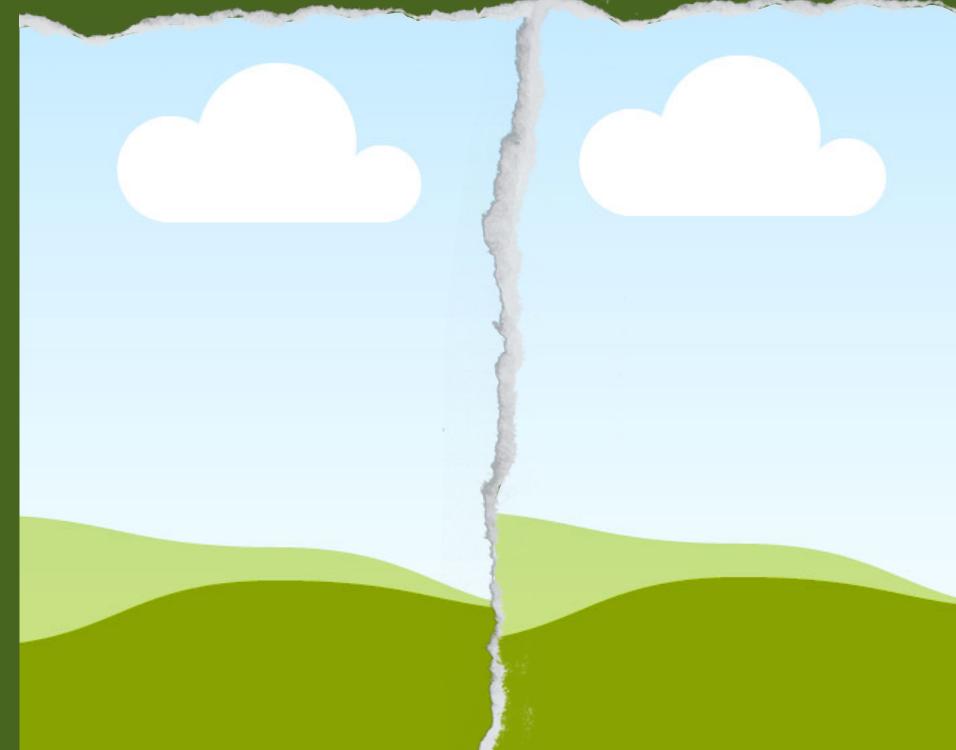
SYNOPSIS

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

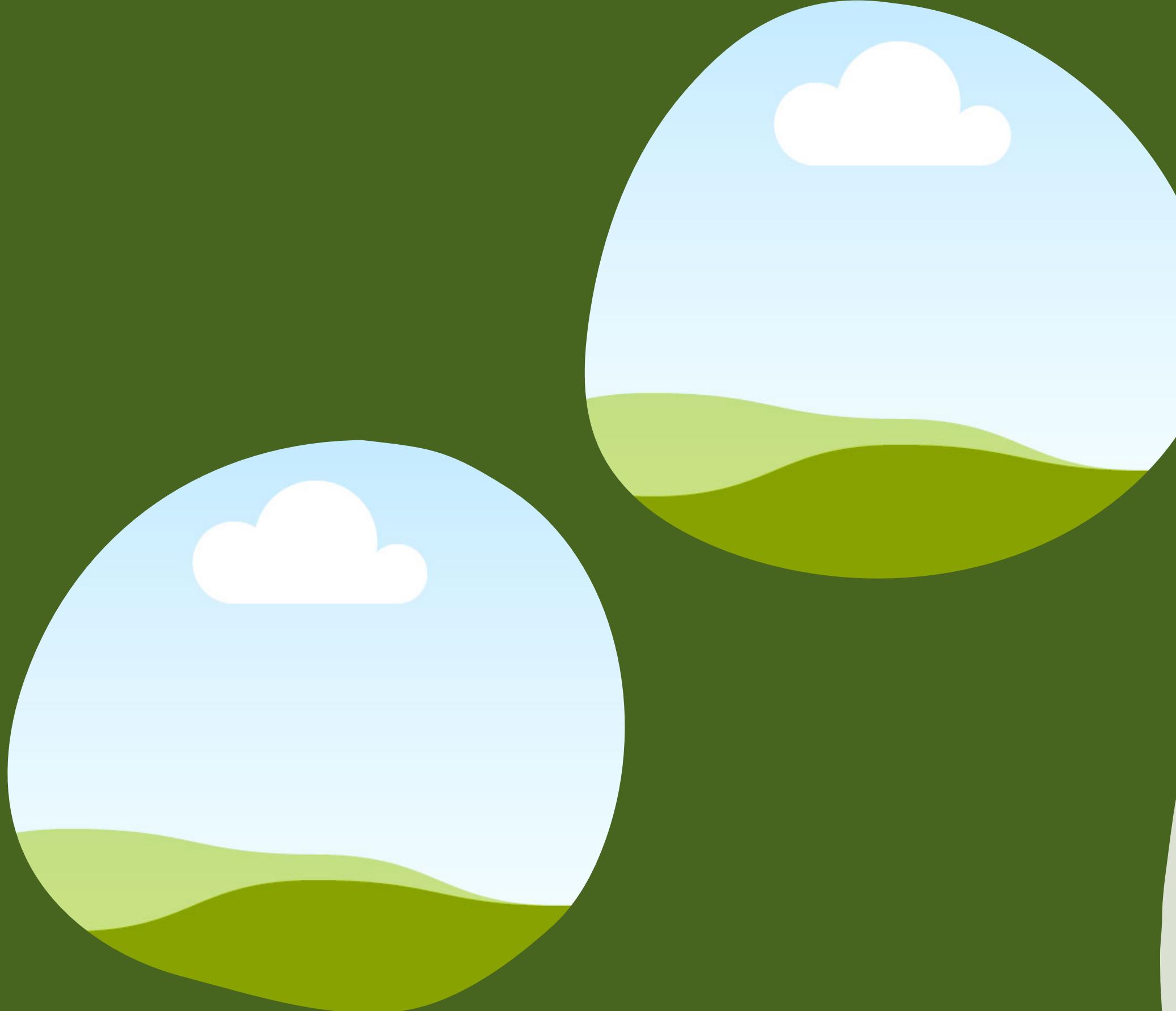
CHOICES

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.



PUZZLE

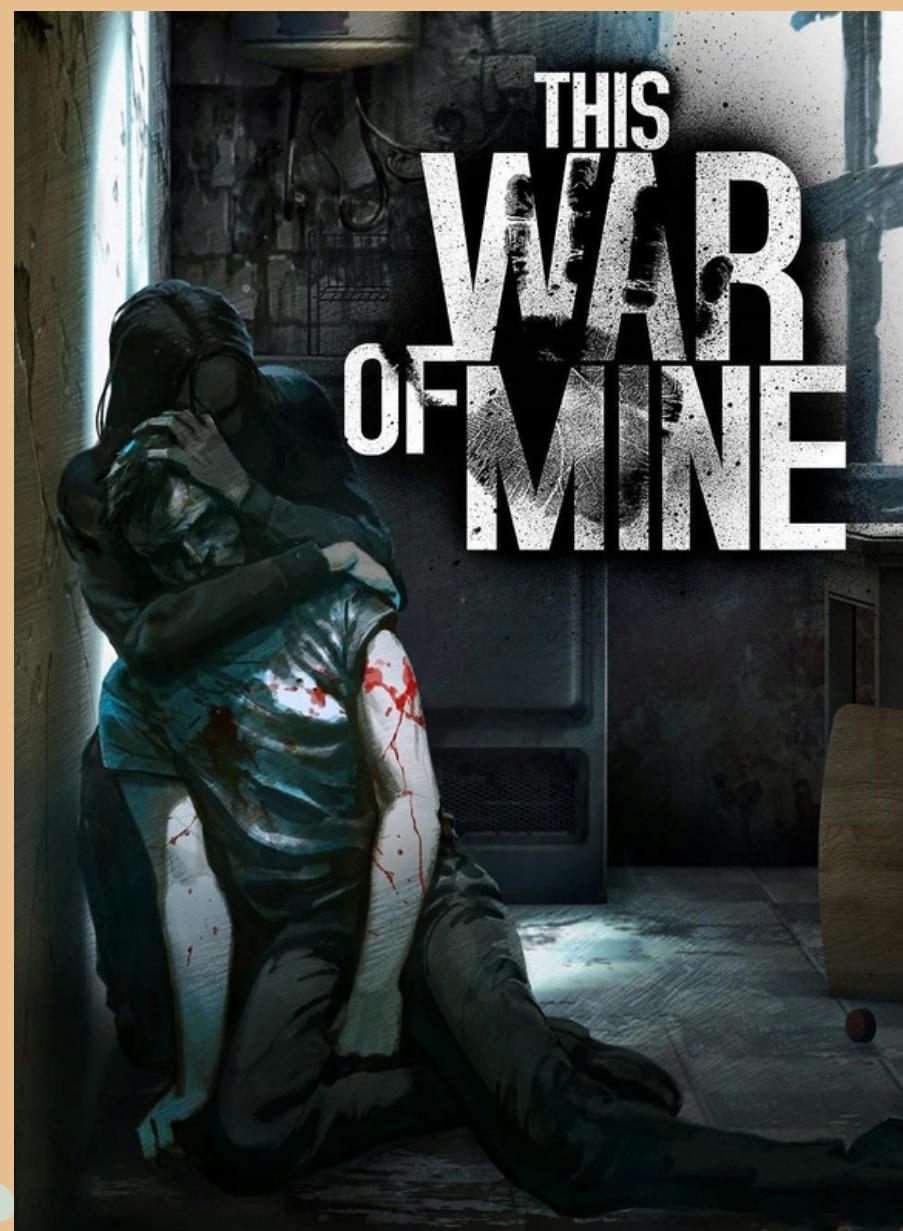
QTE

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"



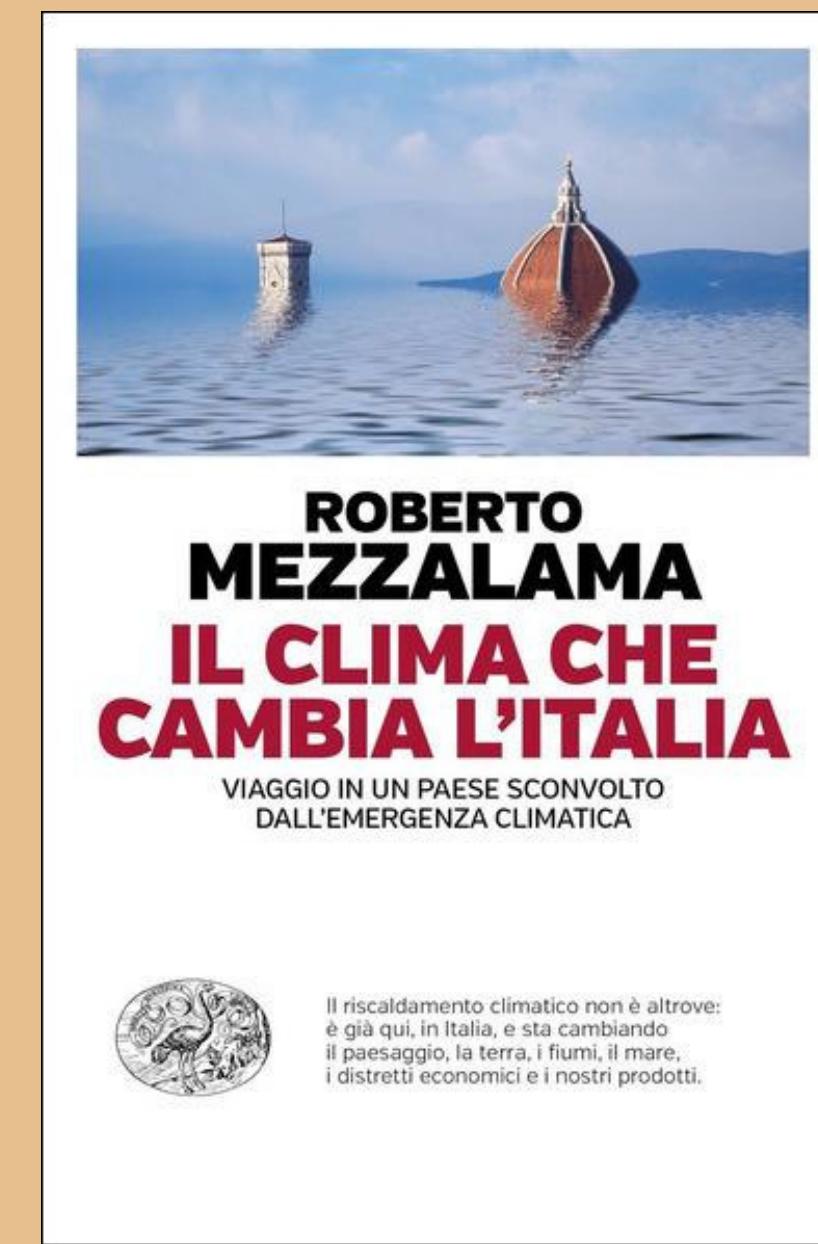
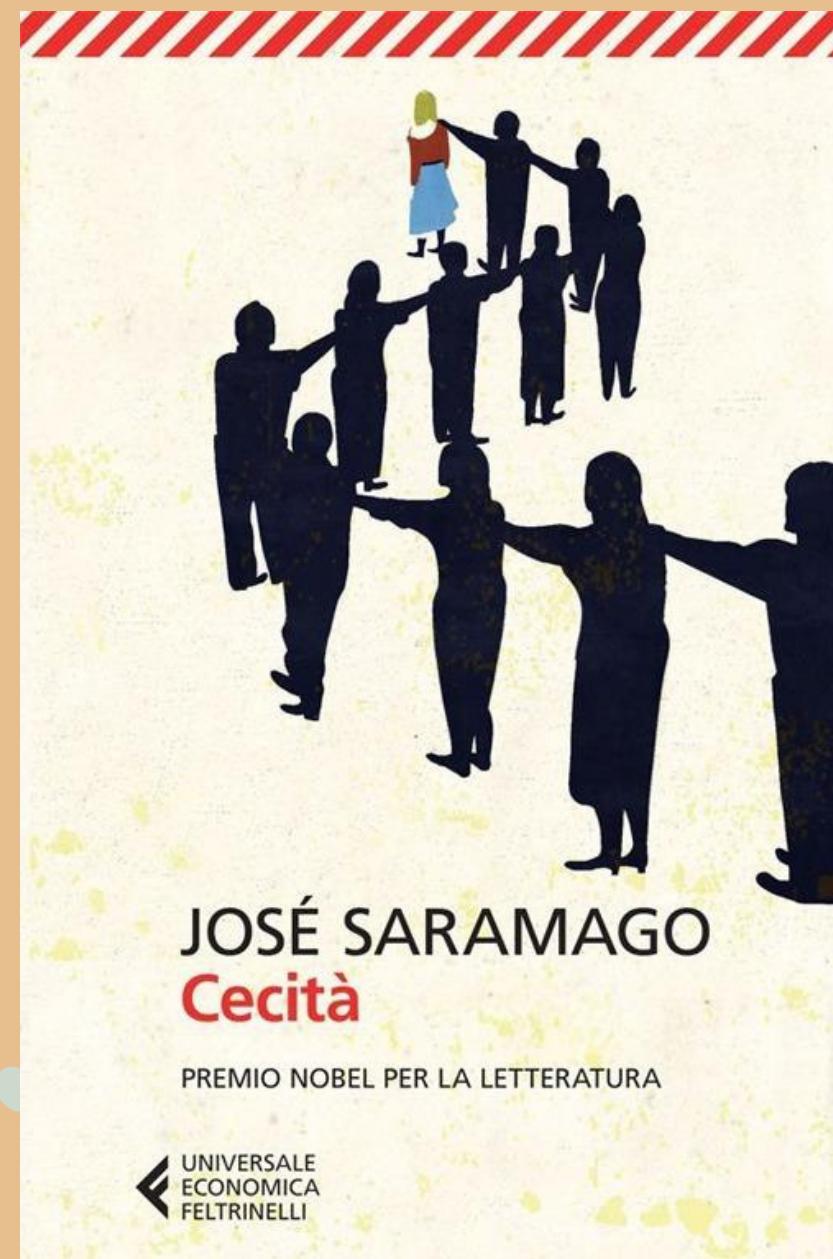
MOOD AND
2.5D

THEME AND
STYLE

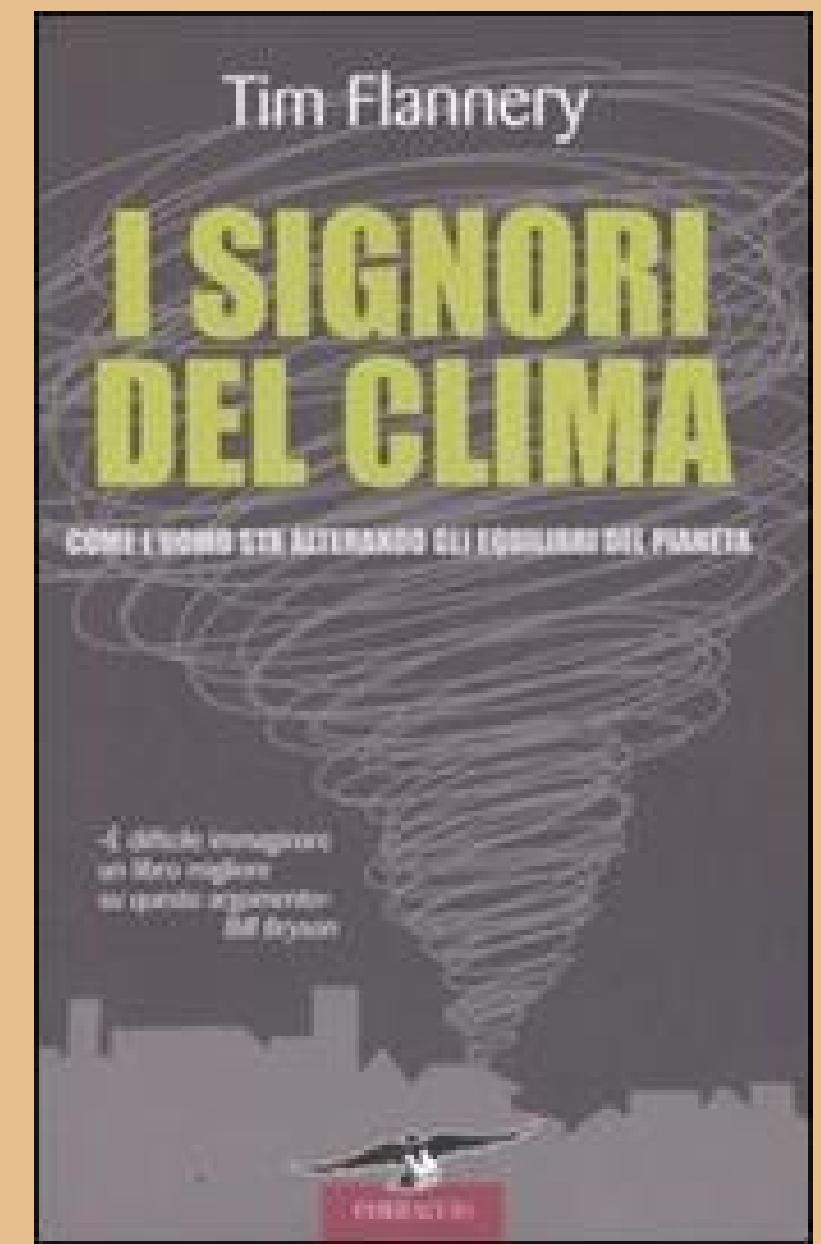
GAME
MECHANICS

REFERENCE

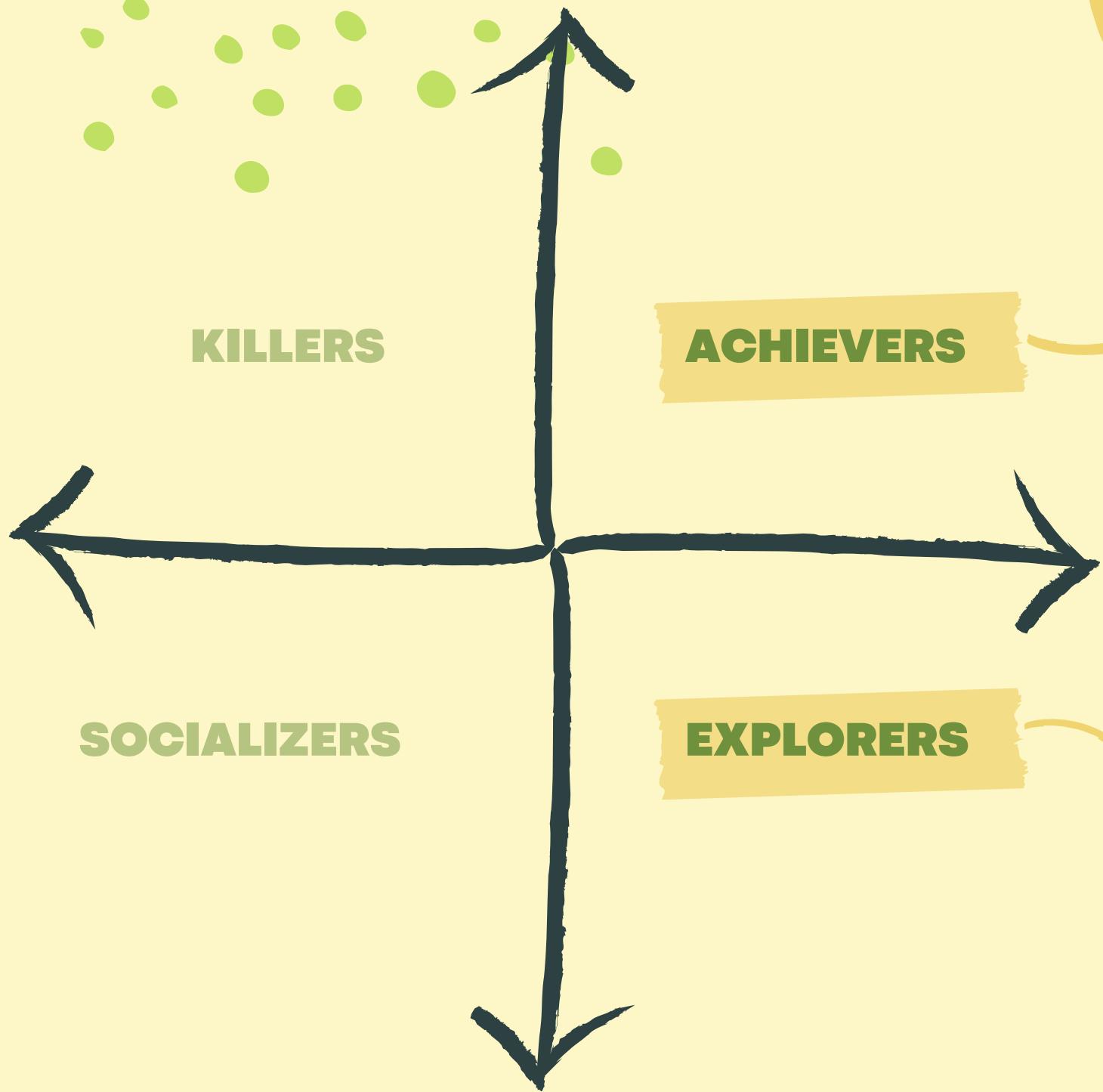
OTHERS



UNIVERSITÀ
DEGLI STUDI
DI TORINO



TARGET



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

- changing landscapes

FOR PEOPLE WHO...

...have an interest in social issues

...love emotional stories



TEAM BEHIND WAVECRAFT



Federica Giorgione

GAME DESIGNER, NARRATIVE
DESIGNER, ARTIST



Giulia Medde

PROGRAMMER



Carmelo Proetto

PROGRAMMER



Agazio Rüttano

ARTIST, PROGRAMMER

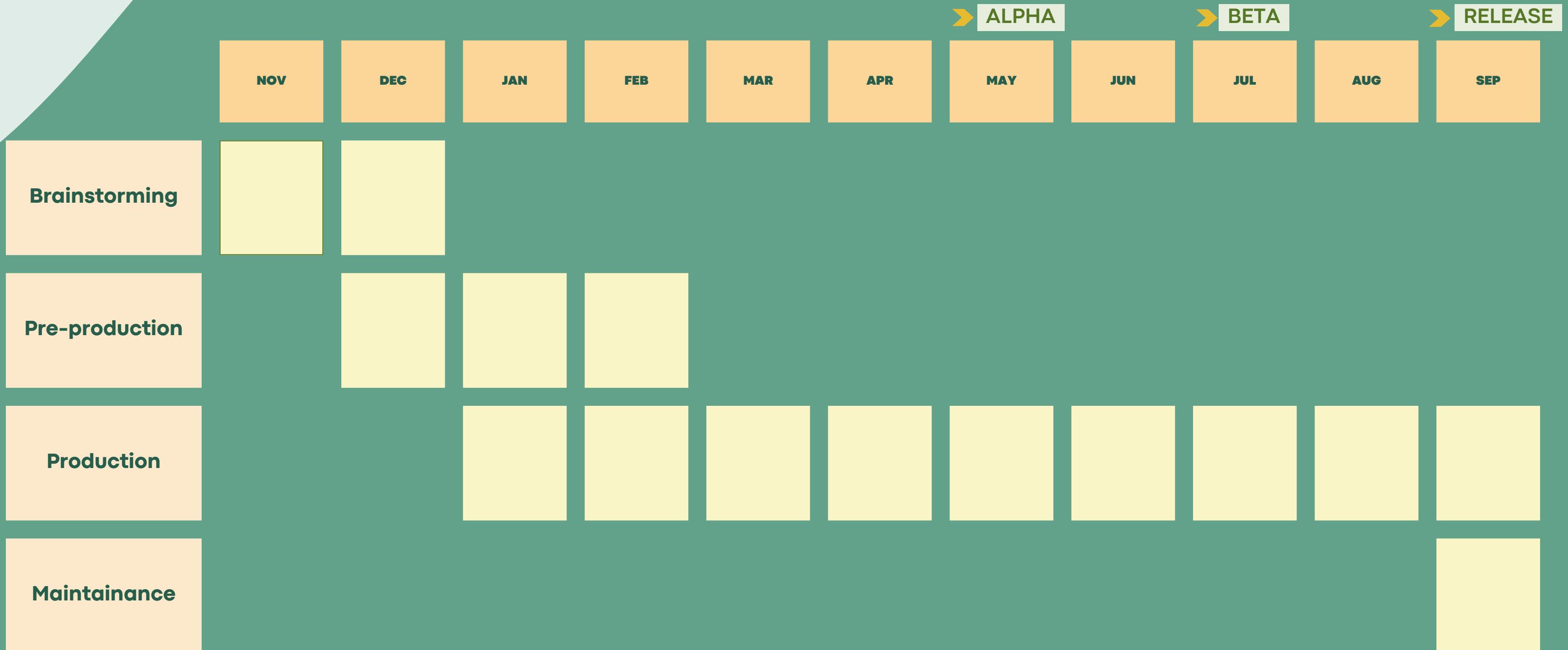


Carlo Vitale

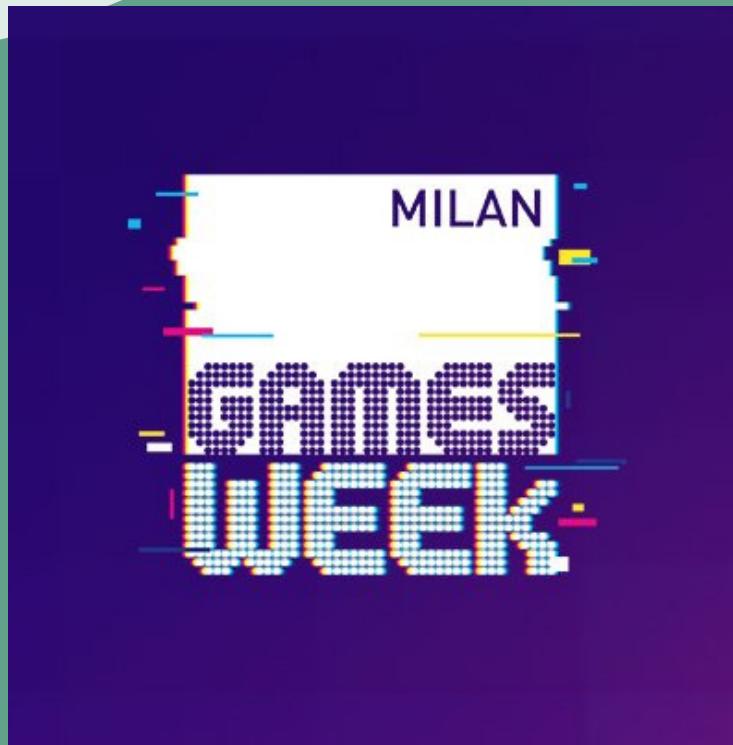
PROGRAMMER



TIMELINE



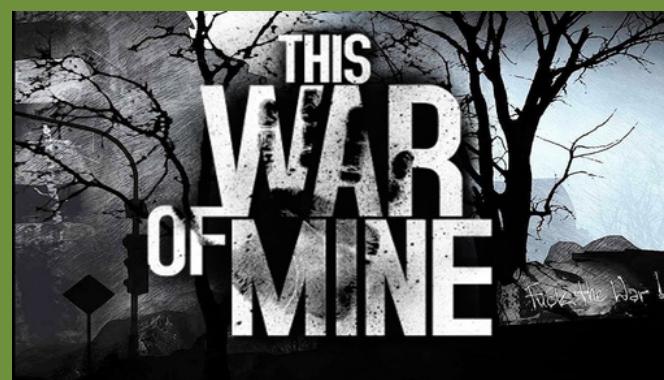
MARKETING



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	

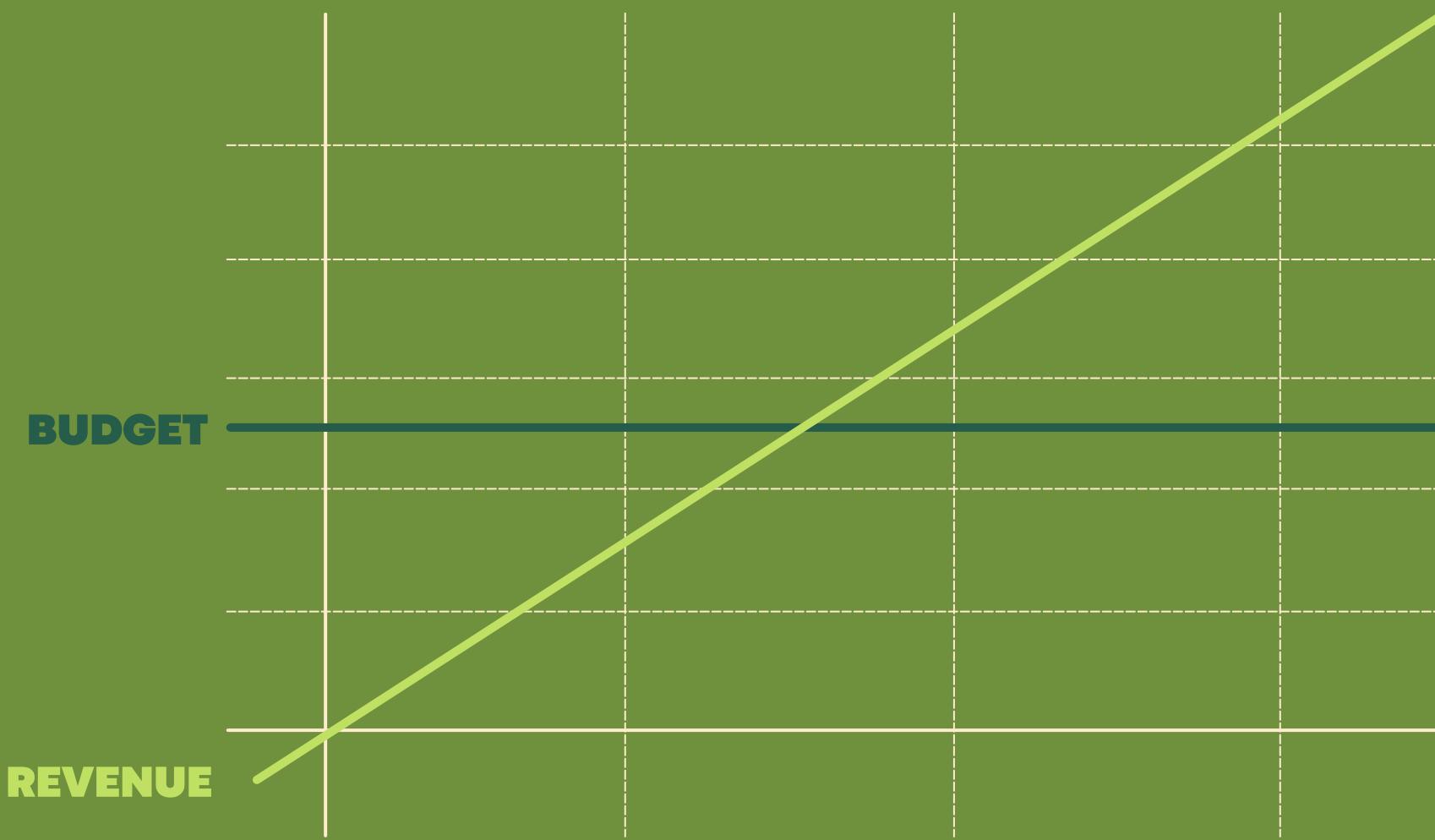
BUDGET

Design & Production	€ 30.000
Software Development	€ 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



HEARTH IN SHORT

