

HEARTH



WAVE  
CRAFT

ELEVATOR PITCH

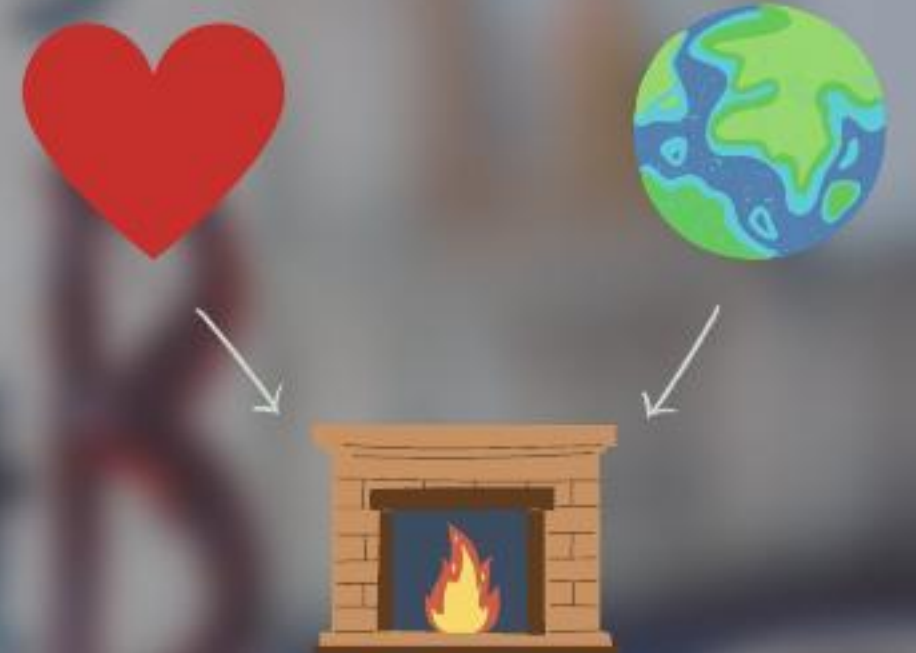
# THIS IS HEARTH

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.



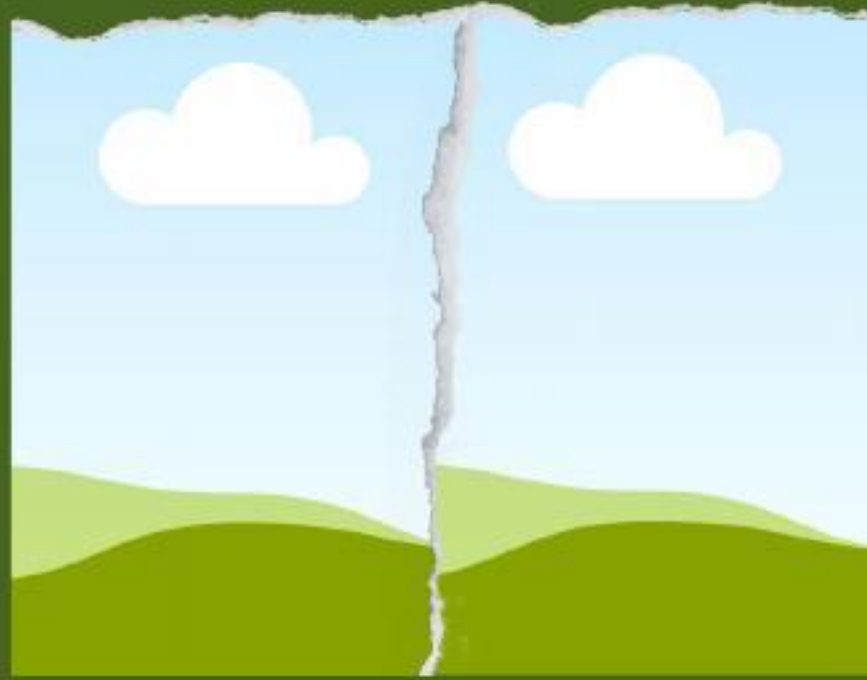
SYNOPSIS

# 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**

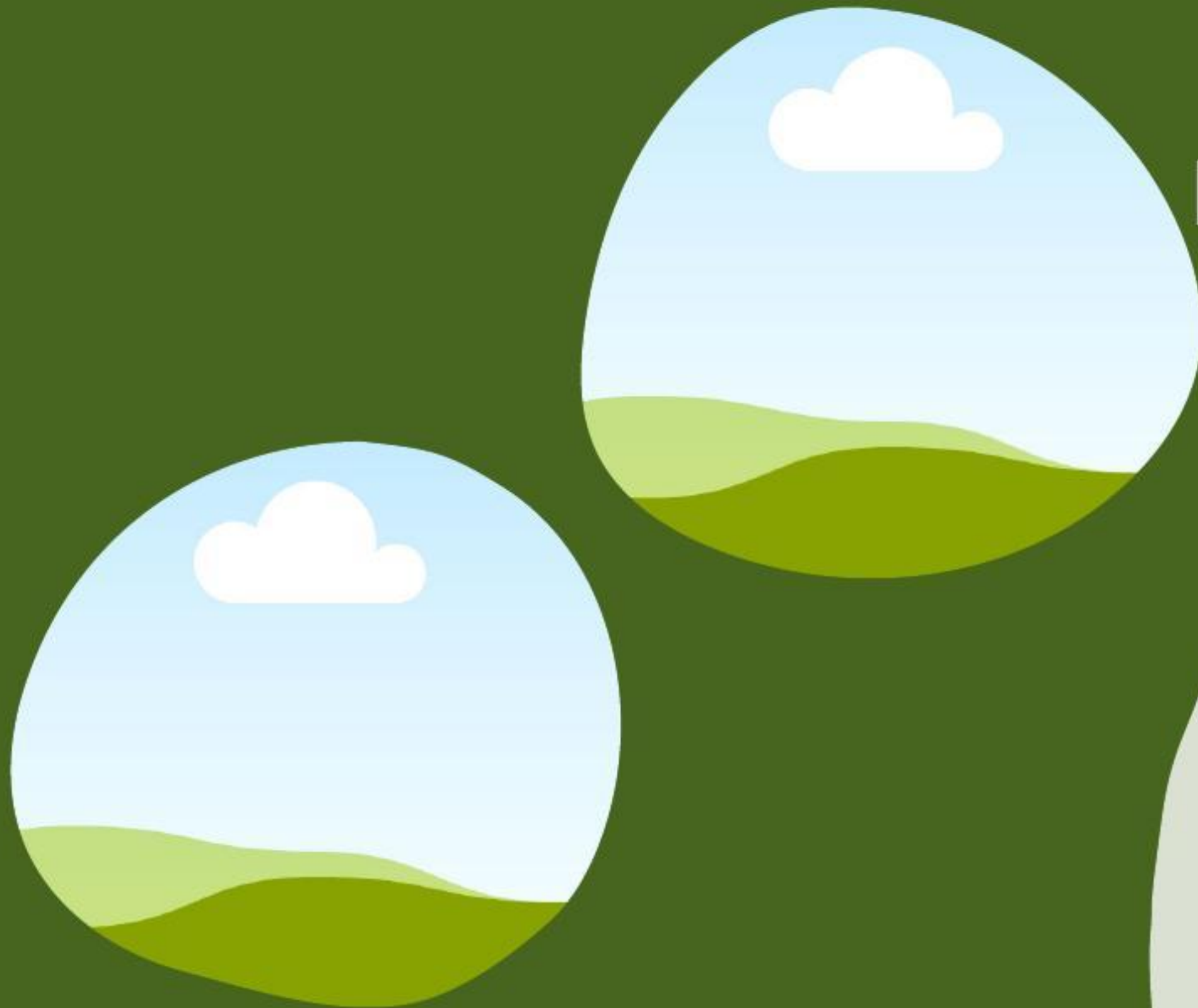
## **CHANGE YOUR STORY AND MUCH MORE**

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

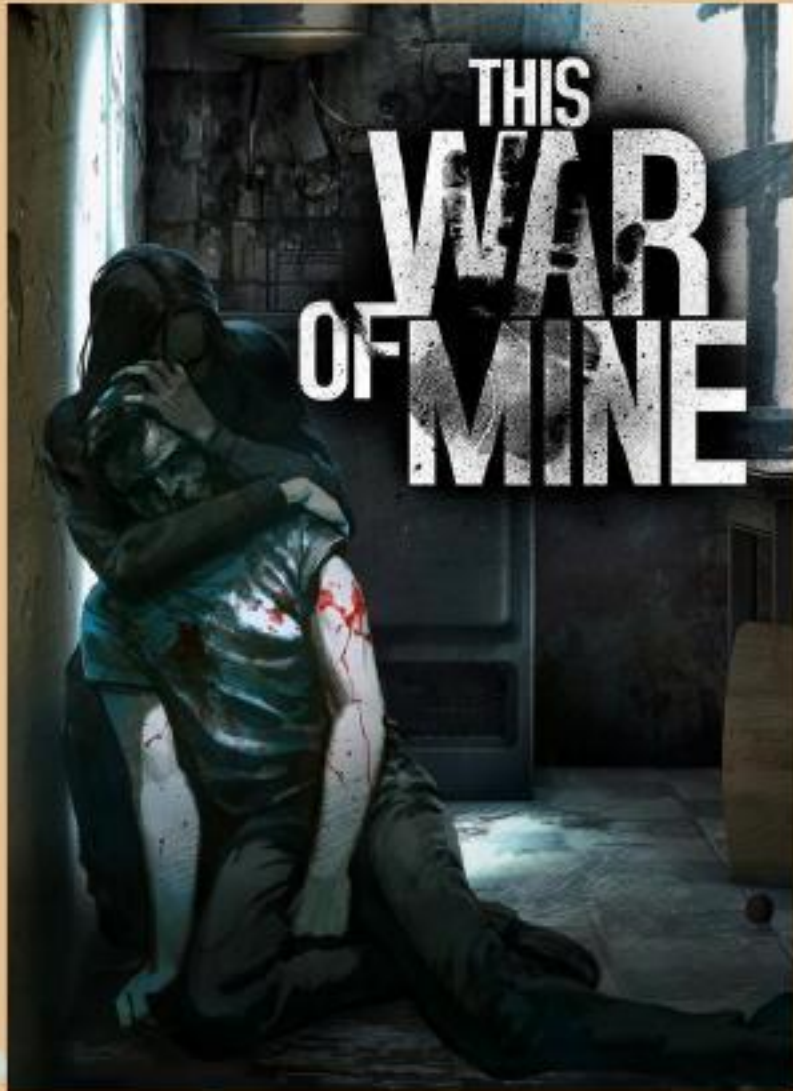
**ACTION**

**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

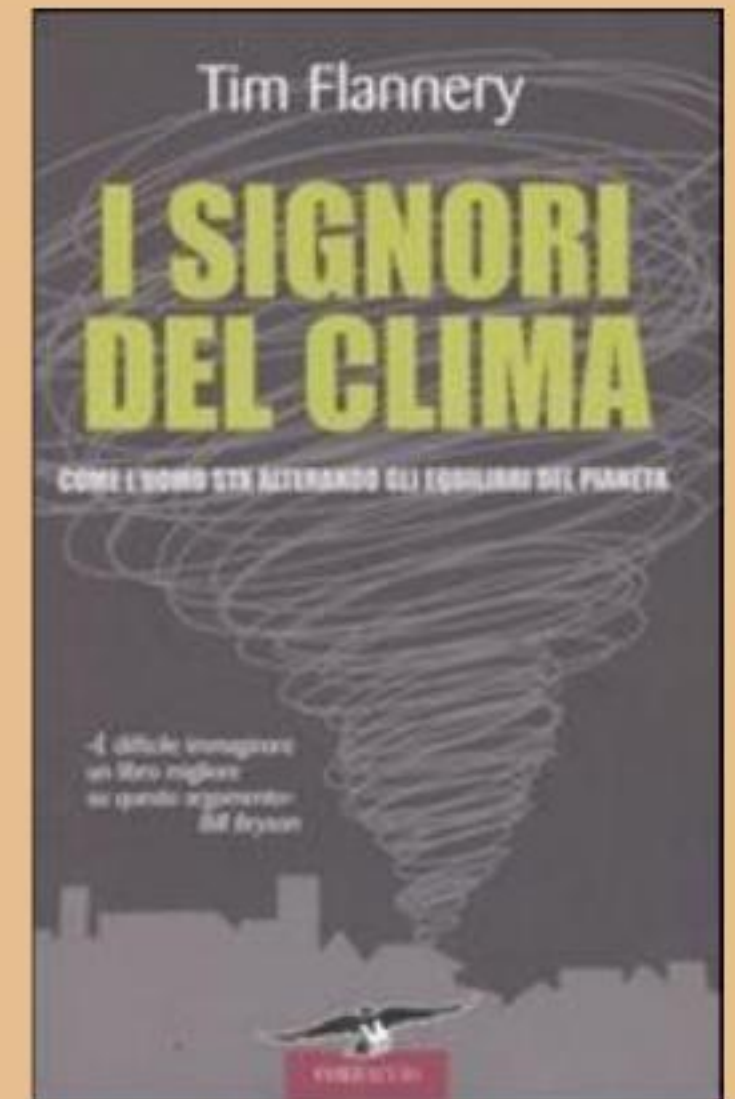
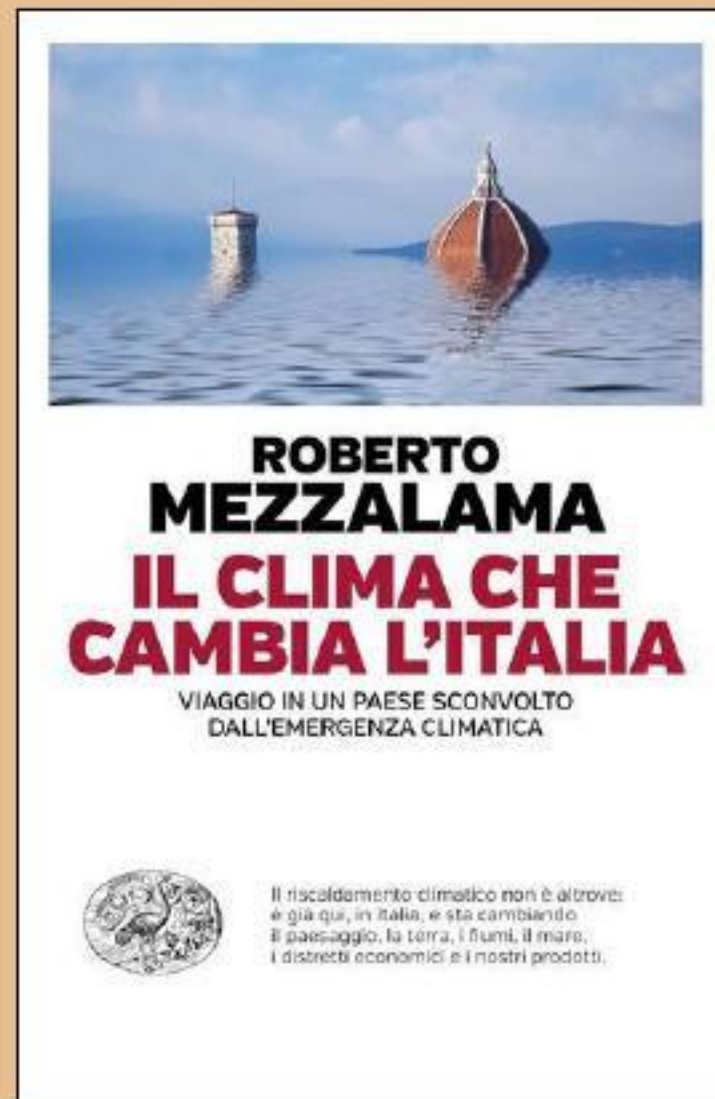
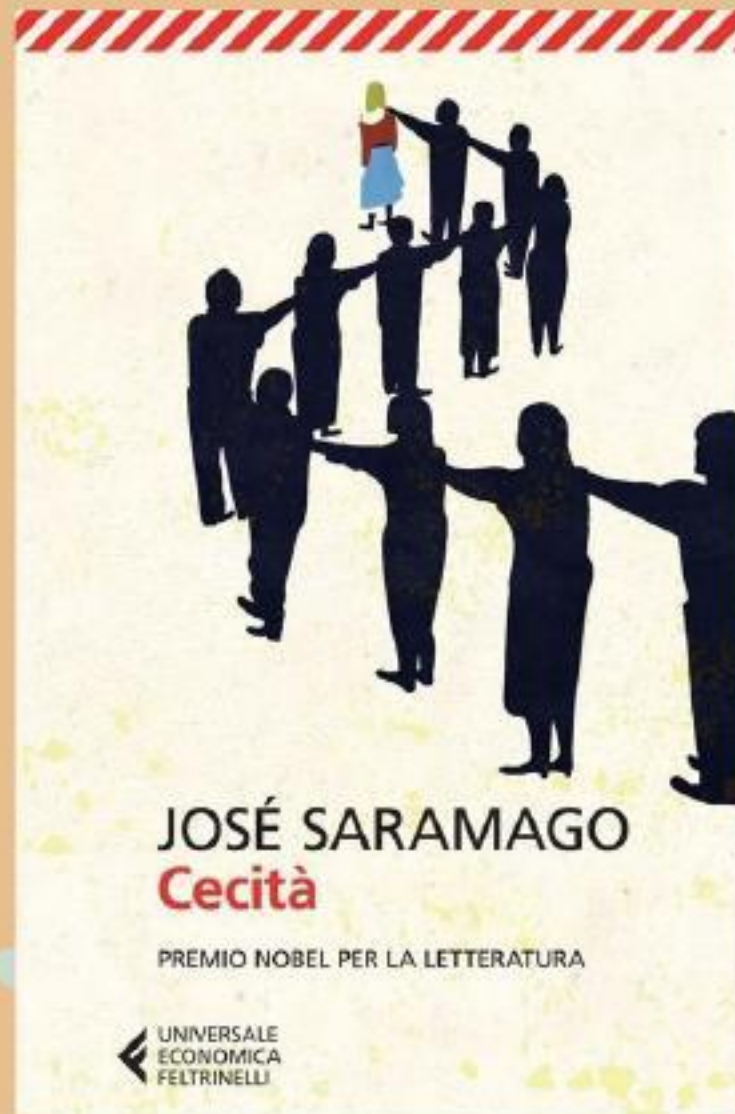


# REFERENCE

## OTHERS



UNIVERSITÀ  
DEGLI STUDI  
DI TORINO





# TARGET



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

**KILLERS**

**ACHIEVERS**

**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

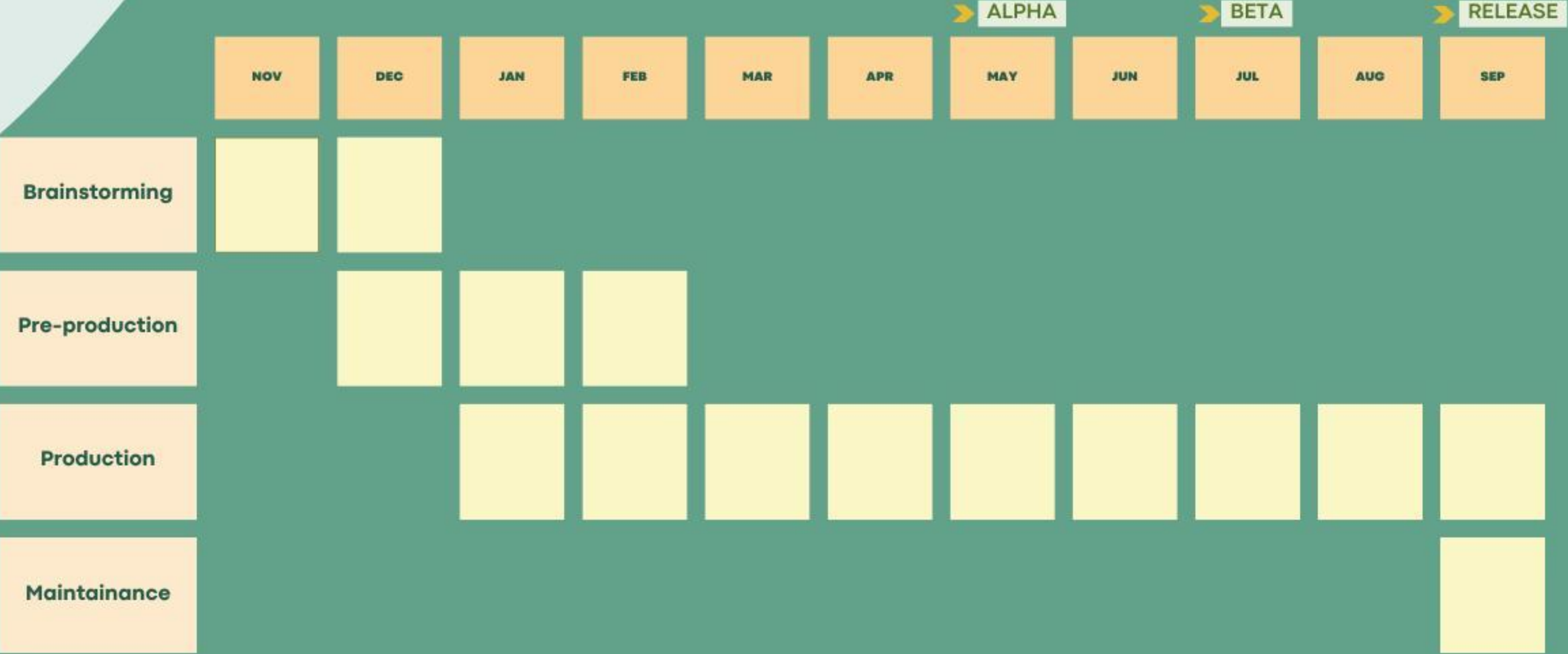


Agazio Riitano

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%	€

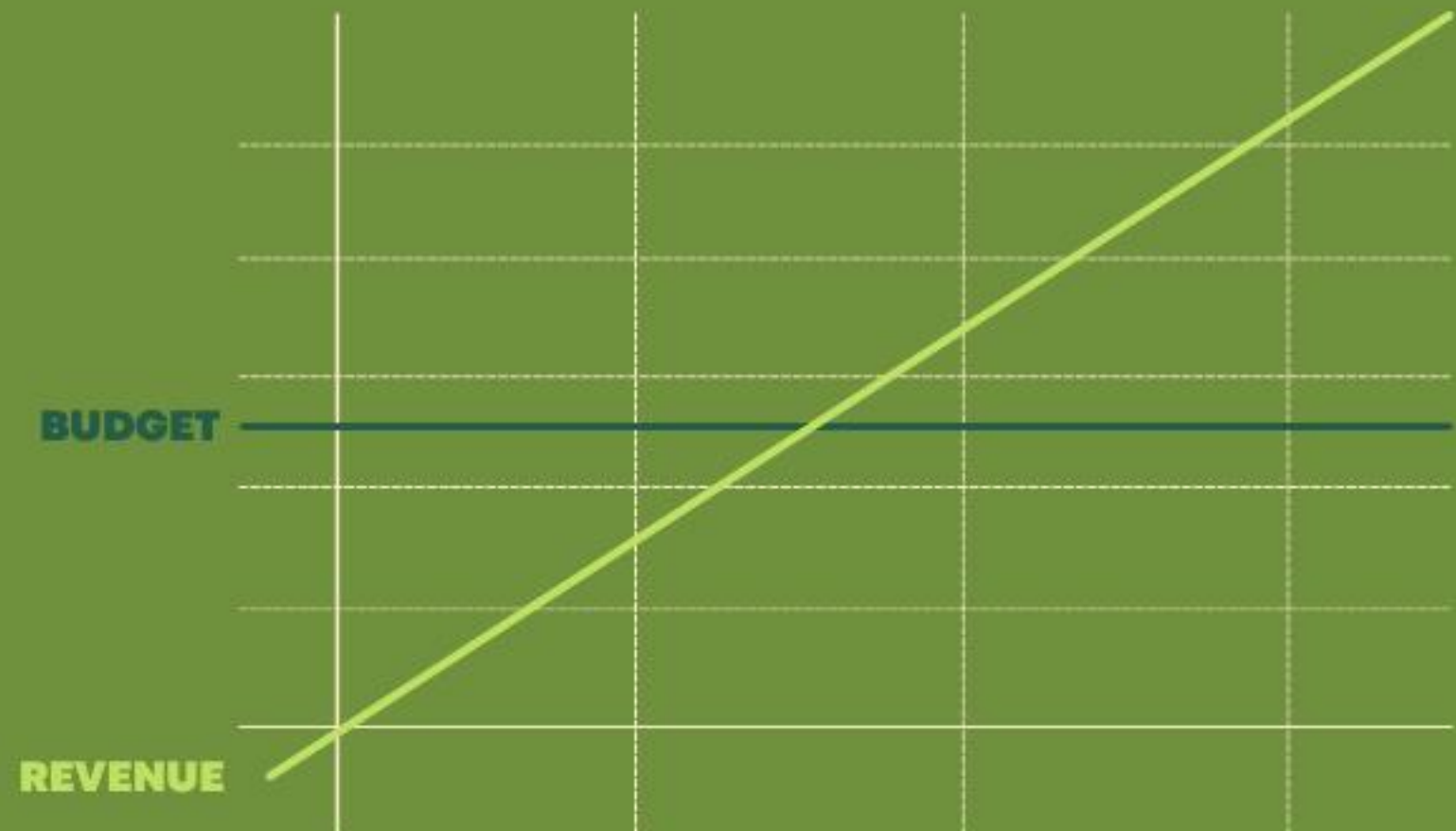
TOTAL

€ 000.000



# BREAK EVEN POINT

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



# HEARTH IN SHORT