

Development Team – Cadrega Studio





Francesca Bassi Game Designer Game Programmer



Michael Daniel Naguib
Game Programmer



Caterina Grasselli Concept Artist UI Artist

Game Overview - Lamp



Description:

Rekindle the magic lamps to defeat the curse and save the little planets!

Details:

Working title - Lamp

Genre - 3D Puzzle / Stealth

Gameplay time - 8 hours

Target consoles - Ps4, Pc, Switch



Story



A group of explorers gathered to save the universe **from the curse**, a dark mist that turns evil the inhabitants of the planets.

Travel around spherical levels in different historical periods, dodge the enemies corrupted by the curse and find the <u>magic</u> <u>lamps</u> to restore the light in every world.







Replay Value



Replay

- * Challenges for each level
- * Unlock new characters
- Use different composition of party
- * Various approach for each level

Extension

- * New Characters
- * New set of levels
- * New epochs



Unique Selling Points - USP



- ❖ 3D puzzle game on a 3D sphere
- * Environment puzzle (various terrain and obstacles)
- * Restore visibility while progressing the level
- Unique characters with different abilities





Budget and Schedule



6 more month of work: 120k€

Team needed:

3x programmer

2x artist

Month	1	2	3	4	5	6	7	8	9	10	11	12
Prototype												
Playable												
Production												
Internal QA												
Marketing												

Summary



- Stealth Puzzle game with environmental 3D puzzle on a sphere
- * Replayable elements
- * Possible extensions
- ◆ 150k€ to ultimate the project
- * 6 month to ultimate the project
- * Target consoles are Ps4, Switch, Pc
- * Trailer Video





Contacts

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