DUALITY

We want players to **cooperate and compete** in a fast-paced gameplay, operating on interdependent decisions and, **engaging them in selfish vs "good of the team" decision making.**
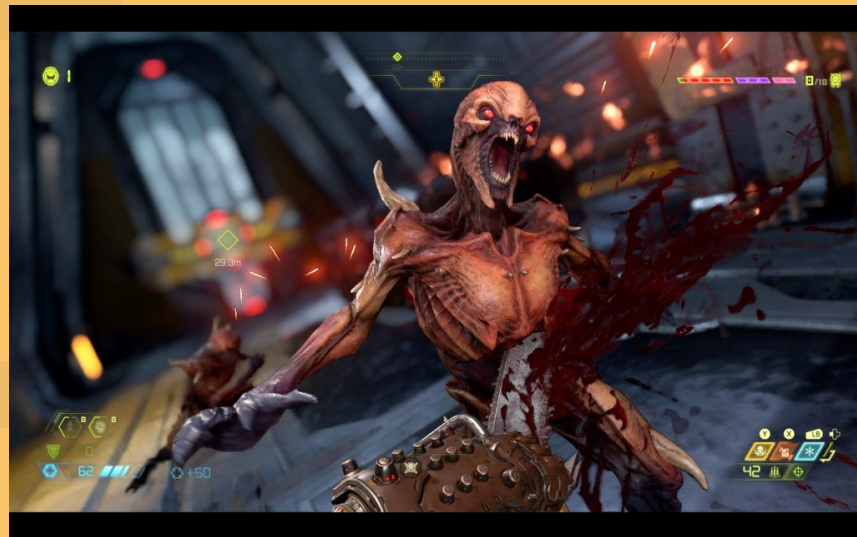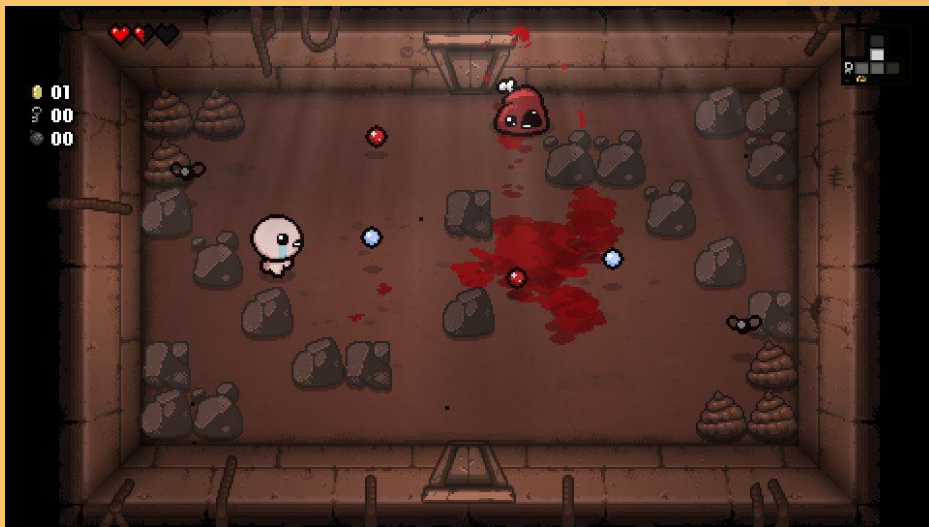
The game includes **procedurally generated dungeons**, **diverse mechanics**, and a **progression system**.

Like **The Binding of Isaac**, with **two players** controlling the **same character**, in an alien invasion scenario, on PC
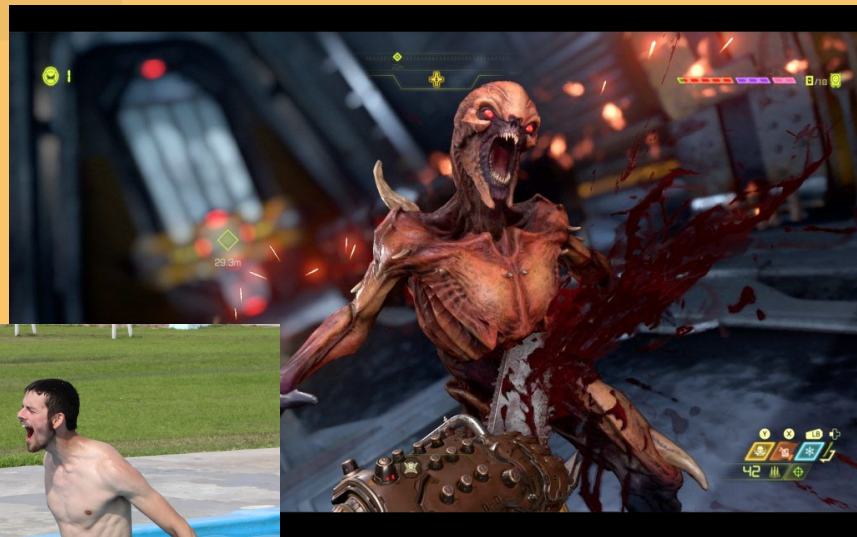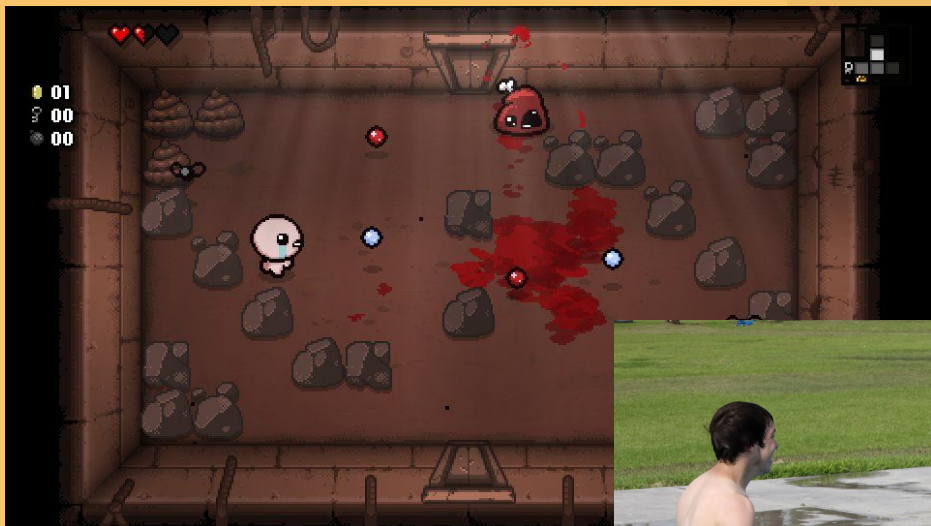
Main Inspirations
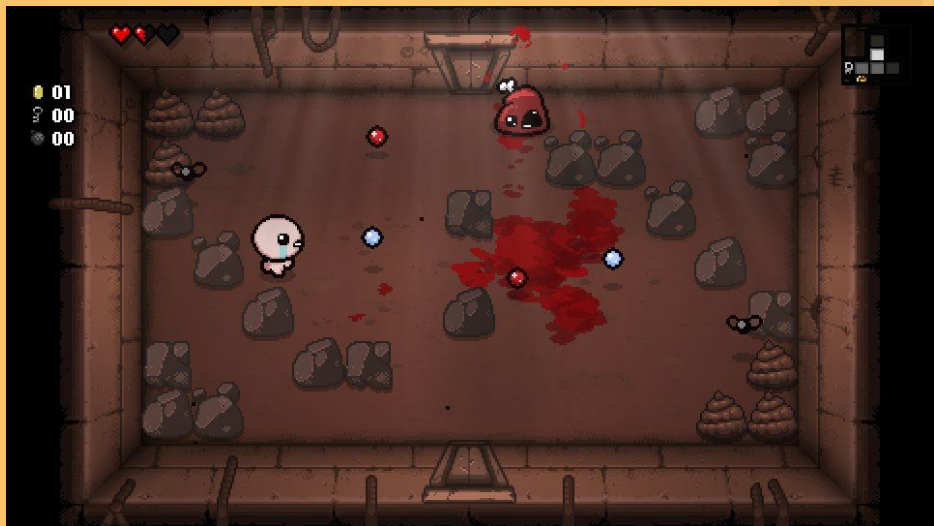
Main Inspirations

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So, What is it about?

After a sudden invasion from an alien force, humanity came out as winner.

After the war, settlements of resisting aliens are still present on earth.

Their extermination has become a sterile 9/5 office job.

You play as a "Extermination specialist" at RoboCorp inc. . Your job is to control a remote-controlled robot inside the aliens' bases and purge them.

Press 'E' to Log in...

During the mission you will have to control one of the two modules of the robot.

One is in charge of shooting enemies and destruction of alien's larvae, one is in charge of movement and retrieval of ammunitions from the field.

Larvae

Ammunitions

The two employees have the same **common** goal: defeating the boss alien of the dungeon.

But they have also different individual goals, to get recognition inside the company and get promoted.
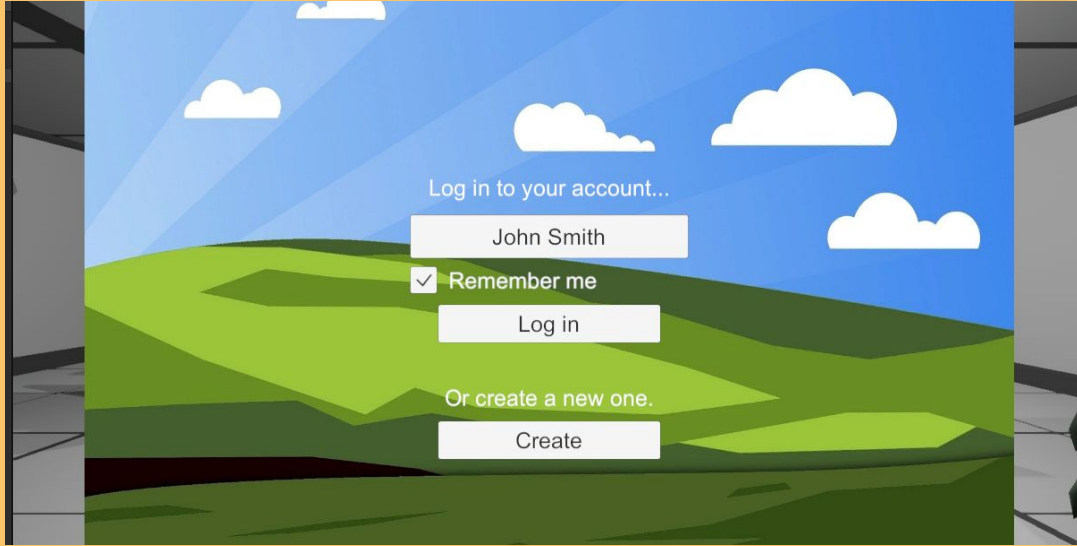
The two employees can mutually interfere with their respective goals to throw the other under the bus.

But if they get too selfish and sabotage the entire operation, they will be both demoted.

Game mechanics

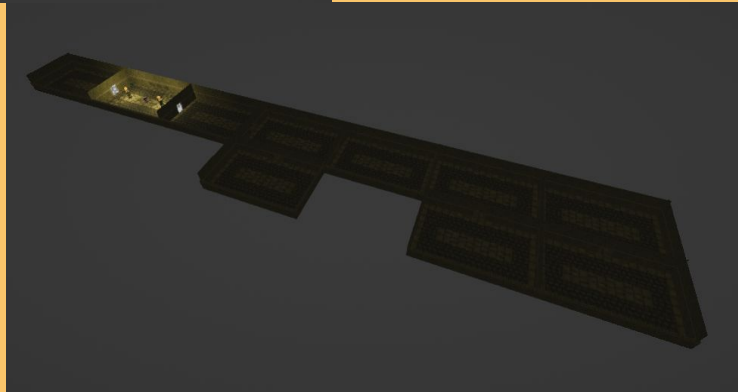Duality is a **cooperative** multiplayer game

Asymmetric gameplay

Two players playing simultaneously from different perspectives.

Procedurally Generated Dungeon

Each game is different from the others thanks to the **dynamic** generation of the dungeons
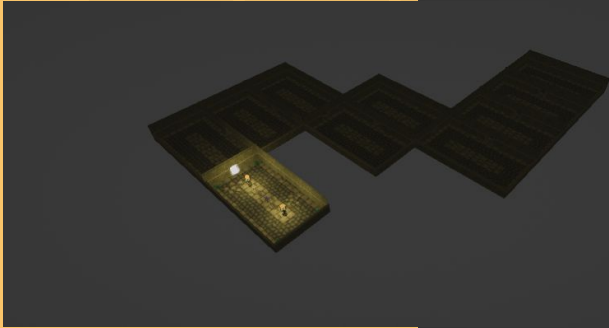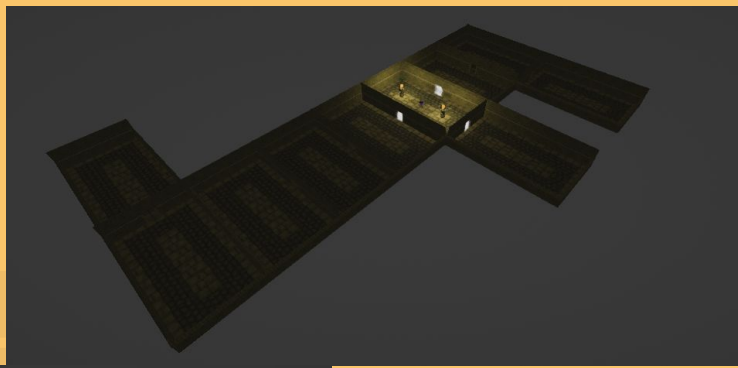
Purge **monsters** from dungeon

Find and defeat the **boss**

Gain experience and unlock items

"Head" player has to shoot alien's larvae and get points.

"Body" player can move so that shooting them is difficult

"Body" player has to collect ammunitions and get points.

"Head" player can shoot and destroy the ammunitions.

The player that collects the most points wins the match and gets experience.

The other gets nothing.

If the robot is destroyed they both lose experience.

Content at launch

- **Support** for Windows and Mac

- 5 settings with unique **enemies**

- 10 unique **bosses**, including stage bosses and the final boss

- 20 unique **enemies**

- 10 unlockable **abilities** per role

The Team

Simone Vuillermoz   Programmer, Game Designer

Giorgio da Và   Visual Artist

Federico Raso   Lead Programmer

Simone Cavallo   Programmer, Game Designer

Matteo Campanini   Programmer, Game Designer, Sound Designer

Market Analysis and Business Model

Some numbers - Similar Games

The Binding of Isaac

Owners on steam: 2-5M

Release Date: Sep 28, 2011

Price: $4.99

Metascore: 84%

Total playtime: 20:46 (average) 05:25 (median)

Net revenue: ~$40M

Doom Eternal

Owners on steam: 2-5M

Release Date: Mar 19, 2020

Price: $19.99

Metascore: 88%

Total playtime: 24:41 (average) 15:53 (median)

Net revenue: ~$42M

Hades

Owners on steam: 2-5M

Release Date: Sep 17, 2020

Price: $17.49

Metascore: 93%

Total playtime: 30:49 (average) 19:45 (median)

Net revenue: ~$66M

Overcooked! 2

Owners on steam: 1-2M

Release Date: Aug 7, 2018

Price: $11.24

Metascore: 81%

Total playtime: 10:29 (average) 05:42 (median)

Net revenue: ~$10M

Sources: SteamSpy, GameStats.com

Some numbers - Genres

Rogue-Like

Games with this tag: 1340

Average metascore: 73.26%

Average playtime: 03:55

Total copies owned:
151,425,000

Average price: $6.63

Online Co-Op

Games with this tag: 1290

Average metascore: 74.36%

Average playtime: 05:28

Total copies owned:
1,561,453,000

Average price: $8.91

Fast-Paced

Games with this tag: 1298

Average metascore: 76.34%

Average playtime: 03:09

Total copies owned:
274,196,000

Average price: $4.4

Sources: SteamSpy, GameStats.com

Target Market

The game has a competitive tone, but it is thought to be enjoyed both by casual and competitive gamers.

Project Timeline

Project starts Sep 2021

Apha - Sep 2023

Beta - Sep 2024

Launch + Live - Mar 2025

Marketing and Events

Development Costs

Development Costs

Art: 356.000$
Programming: 1.068.000$
Design: 356.000$
Playtesting: 426.250$
OutSourcing (Sound+Security+Licenses) : 1.090.000$

Events

Lucca Comics and Games: 10.000$

Milan Games Week: 5.000$

10% **Contingency** = 331.125$

TOTAL : 3.643.000$

Live Cost : 5.110$ (per month)

For detailed info:
https://docs.google.com/spreadsheets/
d/1VTjXPY3zEoUEyRTcKPSvzWvwDoLJv
yiGi_a51SV5wZ8/edit#gid=0

Break even sales

Launch Price	Sales to break even
29.99$	110K
19.99$	165K
14.99$	220K

Summary

Title	Duality
Genre	FPS, Rogue-Like, Co-Op
Players	2 Player Multiplayer Mode, Single Player
Platforms	Windows PC, Mac
Developers	Bear's Lair, info@bearslair.com, Turin (Italy)
Goals	Funding