

by

LA LOON

Dev Team -



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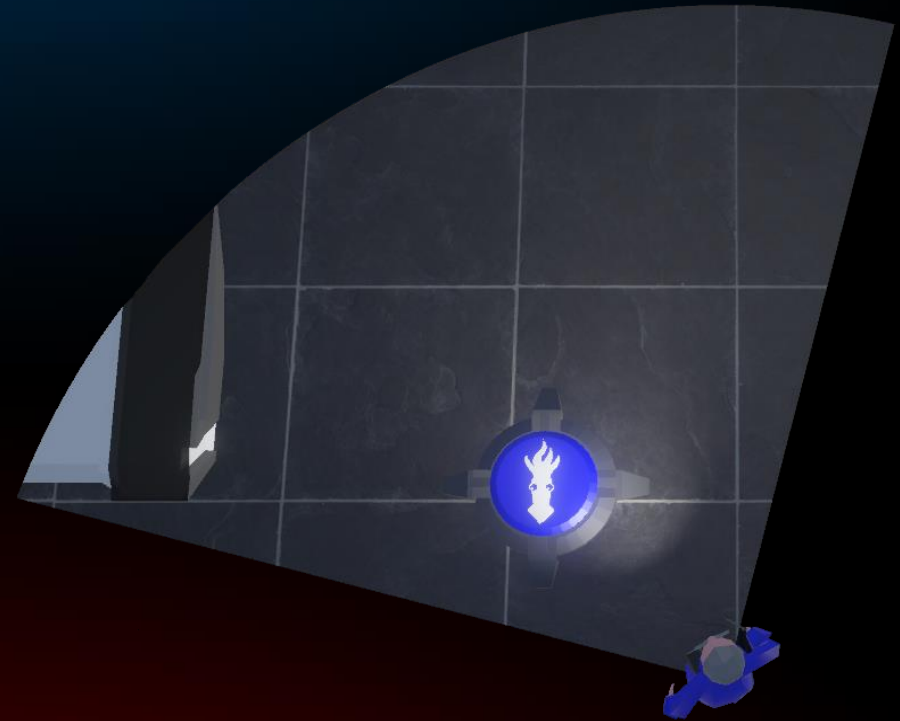
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Rise of the Chancellor

Among Us meets The Binding of Isaac and Payday in a competitive online stealth game

- Stealth
- Cartoonish
- 1v1
- Seasons-based, competitive
- For hardcore gamers



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Story



In 2024, Luigi Mangiagalli and Camillo Golgi are brought back to life by their families to gain control of the University of Milan currently dominated by an evil AI chancellor.



Unique Selling Points

- 1v1 stealth competitive game
- Choose between different approaches
- Play your part in team rivalry



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Replayability



- **Purchasable seasonal pass**
Seasonal content every two months containing
 - In-game currency
 - Cosmetics
 - Powerups
- **Special weekly events**
With new game modes and additional rules



Budget and Schedule

- Current status: playable prototype
- Time to early access: 18 months
- Time to market: 6 months
- Request: publishing deal on Steam and Nintendo Switch

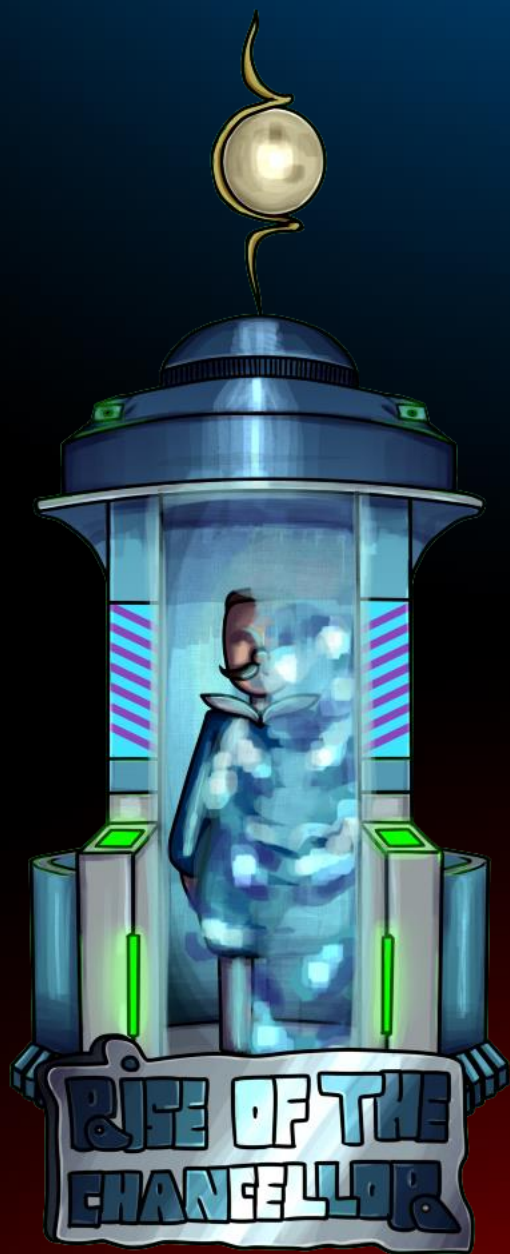
Yearly costs	Cost
Core team	77.700,00€/year
Location	28.177,95€/year
Hardware	59,88€/year
Software	9.836,56€/year
Safety margin	20%
Total	138.929,27€/year



Rise of the Chancellor

- Online, stealth, competitive 1v1
- Cartoonish style
- Seasonal updates
- Early access in 2026
- On Steam and Nintendo Switch for 9.99€





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