

# PLANETIDS



Embark on a journey inside a broken game, discover the truth behind Planetoids and try to restore it as it was meant to be.



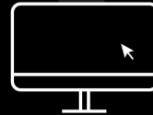
# Planet01ds



Low poly



Single-player



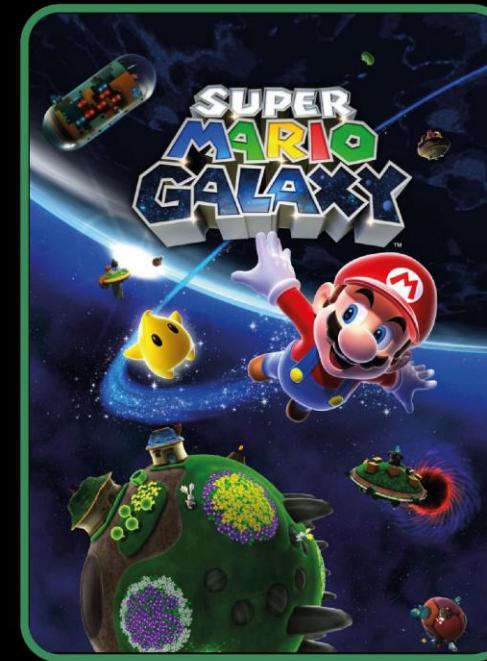
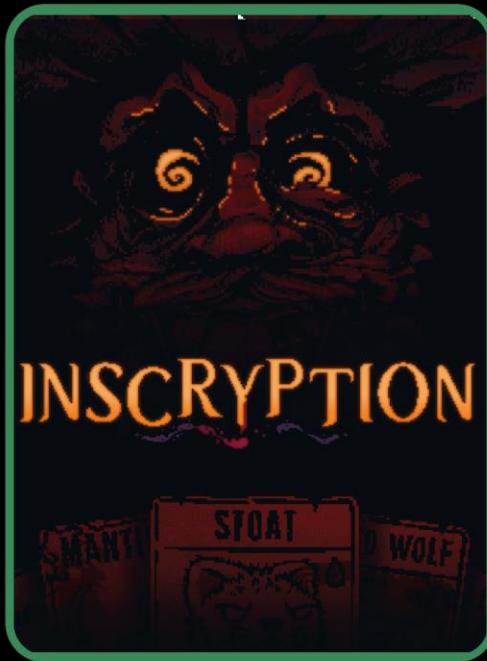
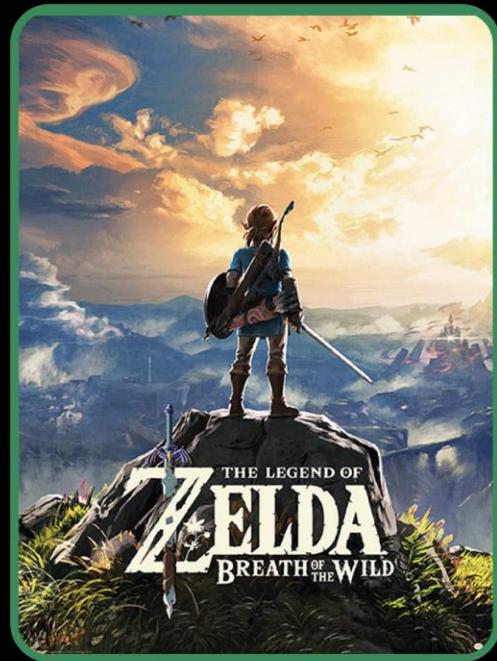
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Planet01ds is a **platform-adventure** game.

The player will discover the background story through a **series of quests**, based on solving puzzles and exploring the planets.



# Main references



# Planetoids → Planet01ds

The lack of a preface lends the game an air of mystery.



Marisandra, the programmer of Planetoids discovers that the game has been compromised by a hacker right after the release date.

She starts to patch the game and to discover information about the mysterious hacker.



# Meet Jack



The player takes on the role of Jack,  
the **personification of Marisandra's code**.

Jack is the **patch**, who explores the  
planets and slowly restores the game.

cd village → **Go to the village!**

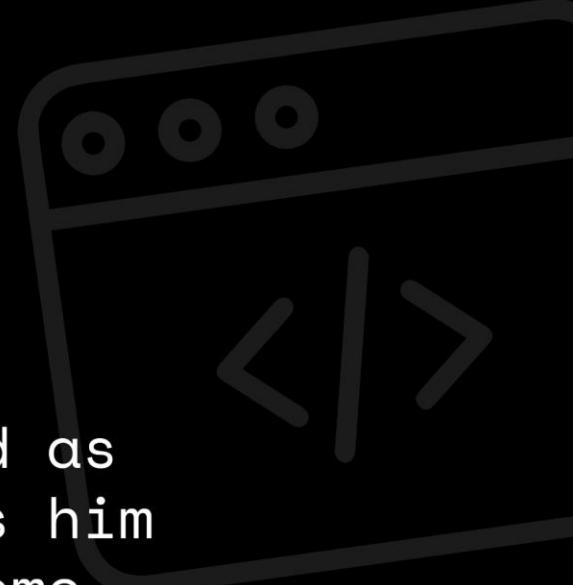


# Meet Marisandra



In game Marisandra is represented as the figure that **guides Jack**, gives him cues, commands, and that codes some power-ups **to help him patch the game**.

The **virus** blocks some of the programmer's actions resulting in Marisandra giving Jack power-downs.



# Who is Simon?

Simon is the **hacker**, he left some notes to Marisandra to explain her what he did to the game and why.



*Marisandra left Simon and their son, to follow her dream of developing Planetoids, the videogame that they had thought*

The bad guy or just a victim?





## Levels

The game is structured on seven planets/levels.



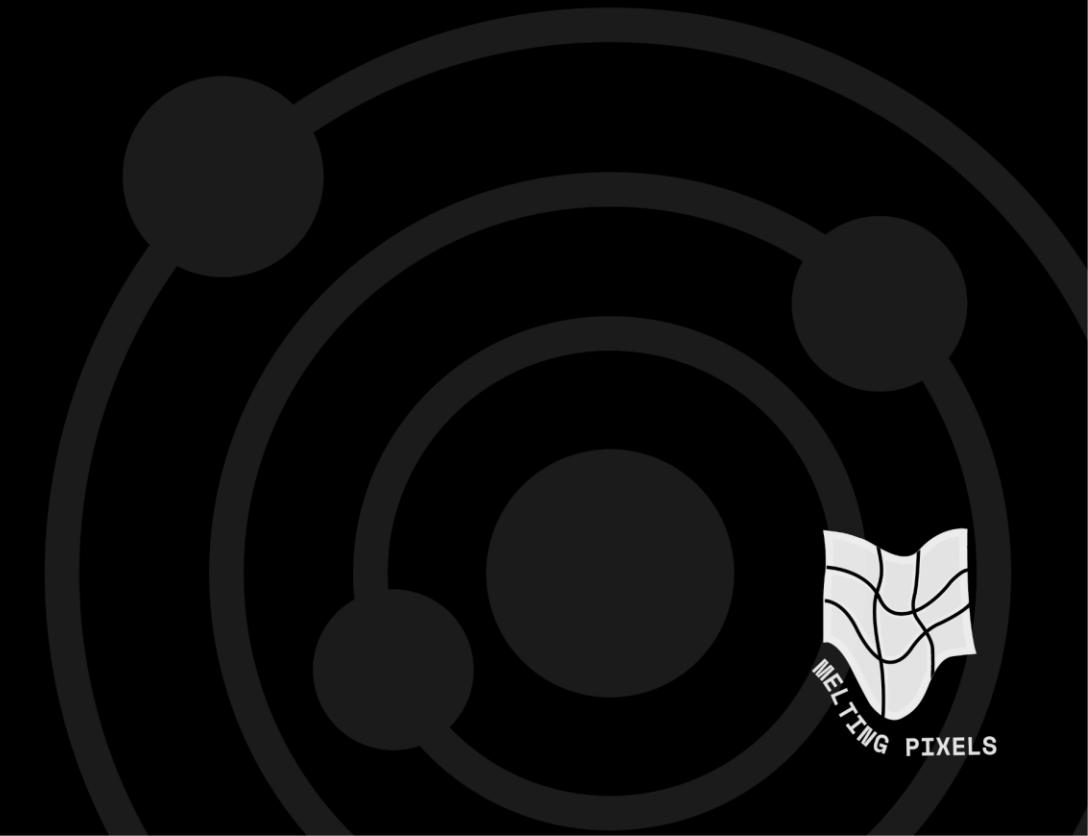
## Quests

On each planet there are four quests to solve.



## NPCs

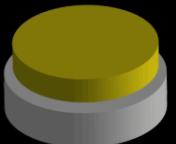
NPCs dialogues lead to discover the story.



# Mechanics



to shatter  
close objects



to stop  
objects' movement

...but proceeding into the game

- Shooting bullets to hit distant objects / enemies
- Acid bullets to dissolve objects
- Stamina

## Quest 1



Using sword  
Jumping

## Quest 2



Crouching

## Quest 3



Using button

## Quest 1



Using sword

Jumping

## Quest 2



Crouching

## Quest 3



Using button

# Competitor analysis



Release date Sep 2nd, 2022  
Developer Chime Corp  
Average play time 5+h  
Full-price \$59.99  
Meta-score 63%  
Sold copies 20k



Release date Jul 7th, 2016  
Developer Playdead  
Average play time 4h  
Full-price \$19.99  
Meta-score 87%  
Sold copies Over 1M



- We believe that the absorbing adventure and the air of mystery will throw the player inside the story so that he can **learn how difficult it is to distinguish good from evil**.
- With outstanding settings, intriguing narrative and challenging puzzles.
- A quest-based platform-adventure on seven low poly planets directly on your PC.

*Will you be able to patch the game?  
Which choice will you take?*



# Timeline



# Exhibition



November  
25th-27th, 2022

August  
23rd-27th, 2023



April  
14th-16th, 2023

Sabaku\_no\_sutoriimaa  
live streaming





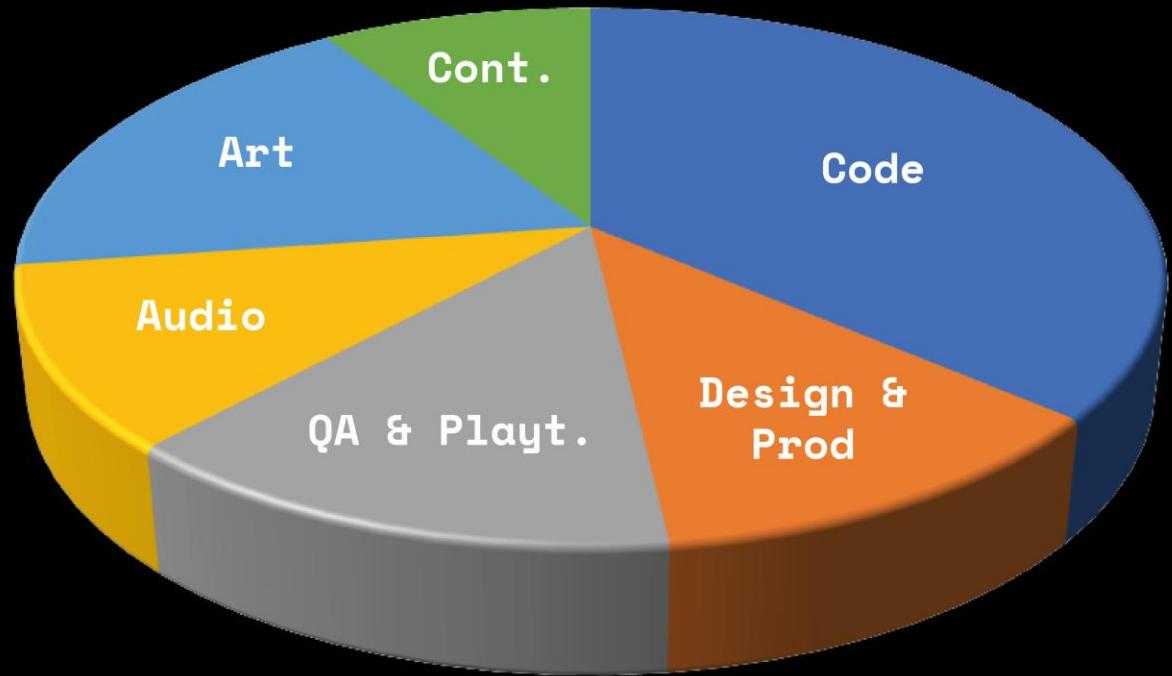
Players interested in:

- engaging stories
- challenging gameplays
- exploration



# Budget

- Code \$50,000
- Art \$25,000
- QA & Playtesting \$18,750
- Design & Production \$16,250
- Audio \$15,000
- Contingency \$12,500



**TOTAL \$137,500**



# Break Even Point

Selling price	\$9.99	\$14.99	\$19.99
Gross earnings	\$6.99	\$10.50	\$13.99
Break even point	19671	13096	9829

Average fees 30%





Ferdinando  
Micco

Game Designer  
Marketing  
QA



Chiara  
Parente

Game Designer  
Gameplay Programmer  
Narrative Designer  
Level Designer  
3D Artist  
Animator



Thomas  
Constantin

Marketing  
Social Media Manager  
QA



Miriana  
Martini

Gameplay Programmer  
Level Designer  
3D Artist  
Video Artist/Editor  
Animator



Marco  
Cupelli

Game Designer  
Level Designer  
3D Artist  
UI/UX Designer  
Sound Designer



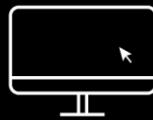
Roberta  
Macaluso

Gameplay Programmer  
Level Designer  
3D Artist  
Animator  
Video Artist/Editor

# Planet01ds



Platform  
adventure



PC



Single-player



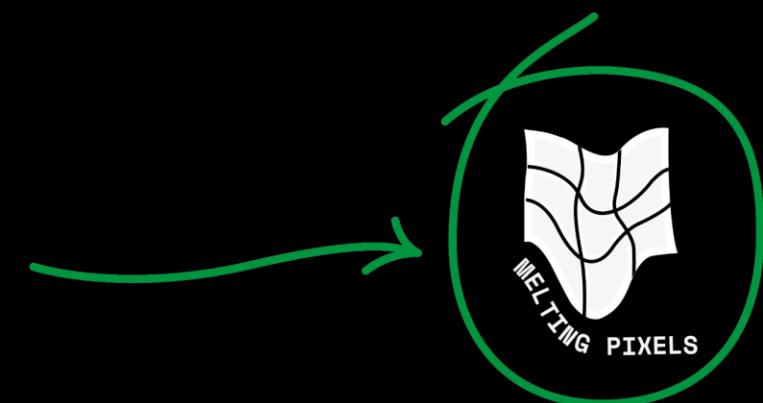
\$137,500



Oct 2023

Do you believe in our project?  
**Be our publisher!**

Developed by



# THANK YOU FOR YOUR ATTENTION

If you think this is  
just a game...

THINK TWICE

