



Here's where your Game Addiction Begins



WHOA!

We are BrainDead Studios.

You can find us at **@braindeadstd** in all Social Media

IN THREE WORDS, WE ARE

INDUSTRIOUS

We always get the work done and work hard to develop quality content.

PUNCTUAL

We always deliver in time what is expected of us and try to push forward to create even more content than expected.

INNOVATIVE

Our projects are always refreshing, eye catching and new while being familiar and user-friendly.

THE GAME

1 PLAYER.
8 DIFFERENT ENEMIES.
3 ALLY TROOPS.
1 FINAL BOSS.
ONLY 1 WINNER.

THE RTS GAME OF THE YEAR





CONCEPT IDEA

In a world full of colour, a corruption spread, turning everything monochromatic and evil. The war started, with all colour being trying to restore the colours on the world and with them, the peace. The destiny of those in despair is in your hands.

GAMEPLAY

OBJECTIVE

Destroy 5 enemy spawners

Defend your base from
enemies waves

TO WIN

2 winning conditions:

- ★ Defend from all the waves your base
- ★ Defeat all the enemy spawners

CHARACTERISTICS

- ★ Build + Manage your base
- ★ Command your army
- ★ Enemy waves
- ★ Explore the map: 3 different maps with 3 different passives

WHAT YOU WILL HAVE TO **MANAGE**

RESOURCES

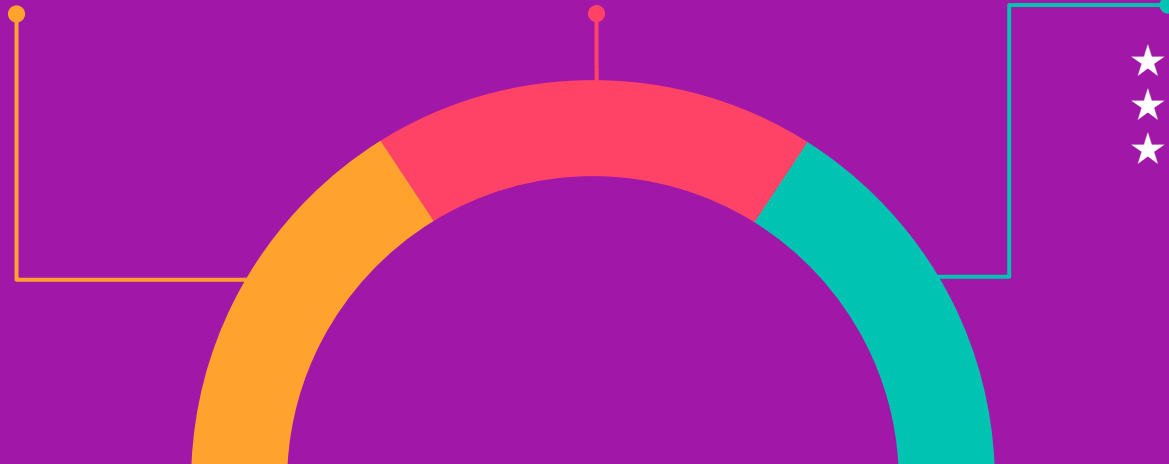
- ★ Main resource: Paint
- ★ Food to keep units
- ★ Upgrades

BUILDINGS

- ★ Hall
- ★ Housing
- ★ Resources
- ★ Exploration
- ★ Research
- ★ Defense

UNITS

- ★ Painter
- ★ Explorer
- ★ 3 soldiers:
 - Infantry
 - Ranged
 - Special



THE BAD ONES

ENEMIES

8 enemy types:

- ★ Ground enemies
- ★ Flying enemies
- ★ Different unit targets

BUILDINGS

- ★ Hall
- ★ Housing
- ★ Resources
- ★ Exploration
- ★ Research
- ★ Defense

BOSSES

- ★ CORRUPTOR:
 - Appears: Every 3 waves / after destroying a spawner
- ★ CHROMA-KING:
 - Extremely slow
 - High health and damage
 - Appear: Last wave
 - Target: Hall

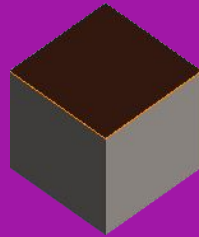
KNOW YOUR MAPS



FOREST

Fog reappears in the forest areas

Allied units have increased movement speed



VOLCANIC

Comets fall from the sky, mild area damage



SNOW

Allied units move slower

Different allied units stats will benefit/be punished

KEEP UP THE PROGRESS

QUESTS

- ★ To beat the game
- ★ Imperative to advance the game
- ★ Always available for the player

ADVANCEMENTS

- ★ Secondary missions
- ★ Guiding the player but optional
- ★ Specific and have to be seeked

QA WORKFLOW

IMPROVE

Bugs will be solved to improve the code for the next build

BUG REPORT

All the bugs will be reported to find a solution in GitHub Issues



BUILD

Each week a build will be made to perform the QA session

QA SESSION

Quality Assurance and Quality Testing to find problems in the build

AESTHETICS OF THE GAME

Key Words are **Colorful** and **Fun!**

The style will be Cartoon, having round and colorful playable characters and monochromatic enemies



*PRODUCTION **PLAN**: THE CALENDAR*



THE BUDGET

56,800 €

20,000 €

50,000 €

Each Milestone:
Monthly salaries
Material already
provided

Avoid postponing:
Material Malfunction
Unexpected Sickness
Hire professionals

Streamers
Digital vendors
Promoted content

DEVELOPMENT

EMERGENCY

LAUNCHING

NOT CONVINCED

YET?

- ★ **CHEAP AND FAST DEVELOPMENT WITH GREAT RESULTS**
- ★ **INNOVATIVE, CREATIVE AND FRESH BUT FAMILIAR AND INTUITIVE**
- ★ **BREVITY IS THE SOURCE OF WIT: SHORT AND INTERESTING GAME**
- ★ **WE ALREADY HAVE INVESTORS!**



THANKS!

Do you have any questions?

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