



*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.

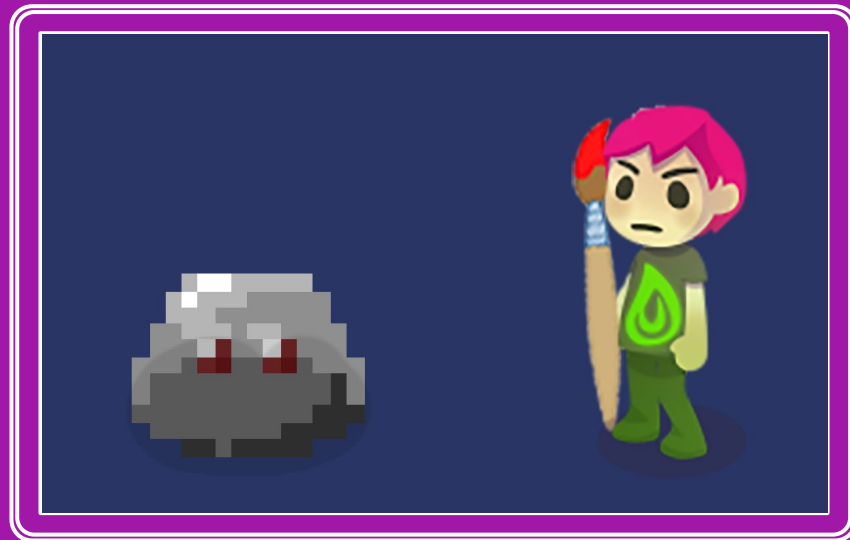
### *INNOVATIVE*

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

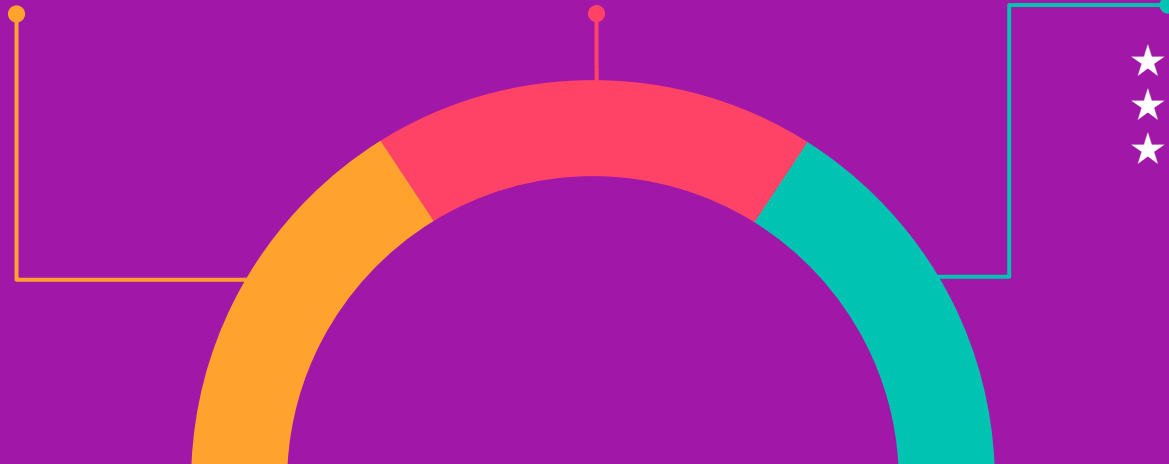
- ★ Main resource: Paint
- ★ Food to keep units
- ★ Upgrades

## 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*

- ★ 5 different spawners

## *BOSSES*

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



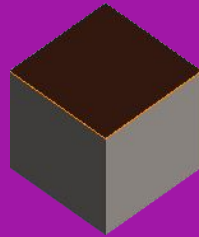
## *KNOW YOUR MAPS*



### *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?

braindeadstd@gmail.com  
[needlesslord.github.io/BrainDeadStudios/](https://needlesslord.github.io/BrainDeadStudios/)

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