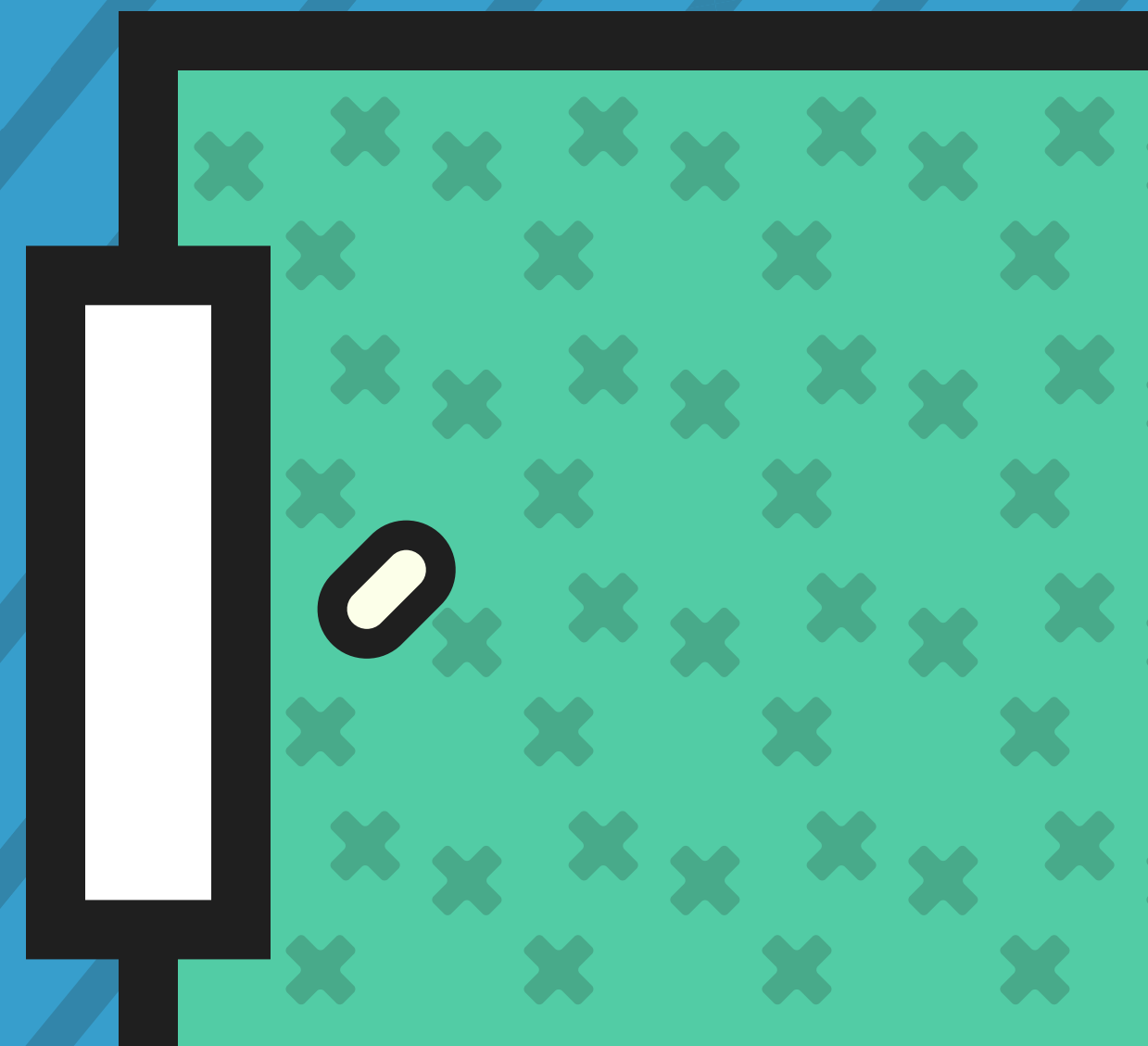
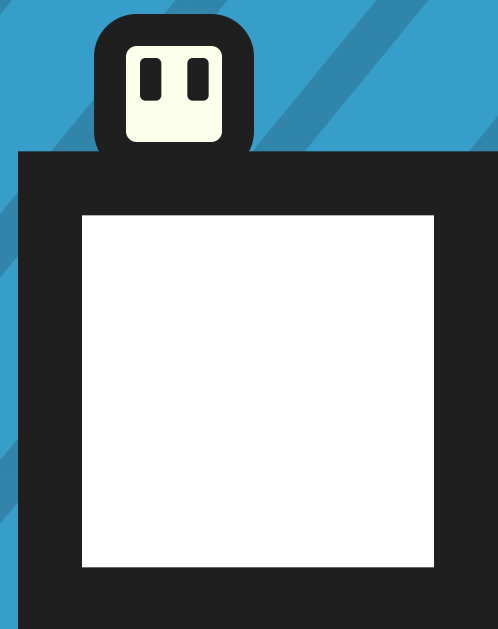
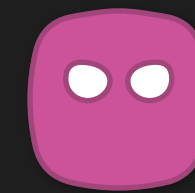


OMEEO

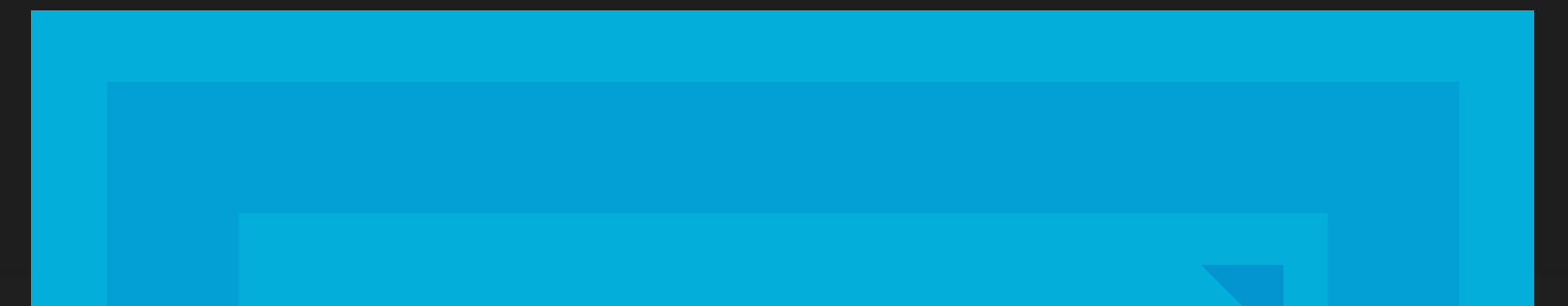




**STAND UP PRIVATE!**

**YOU DARED TO SUBMIT YOUR APPLICATION TO THIS CRITICAL MISSION**

**YOU MAY ASK...**

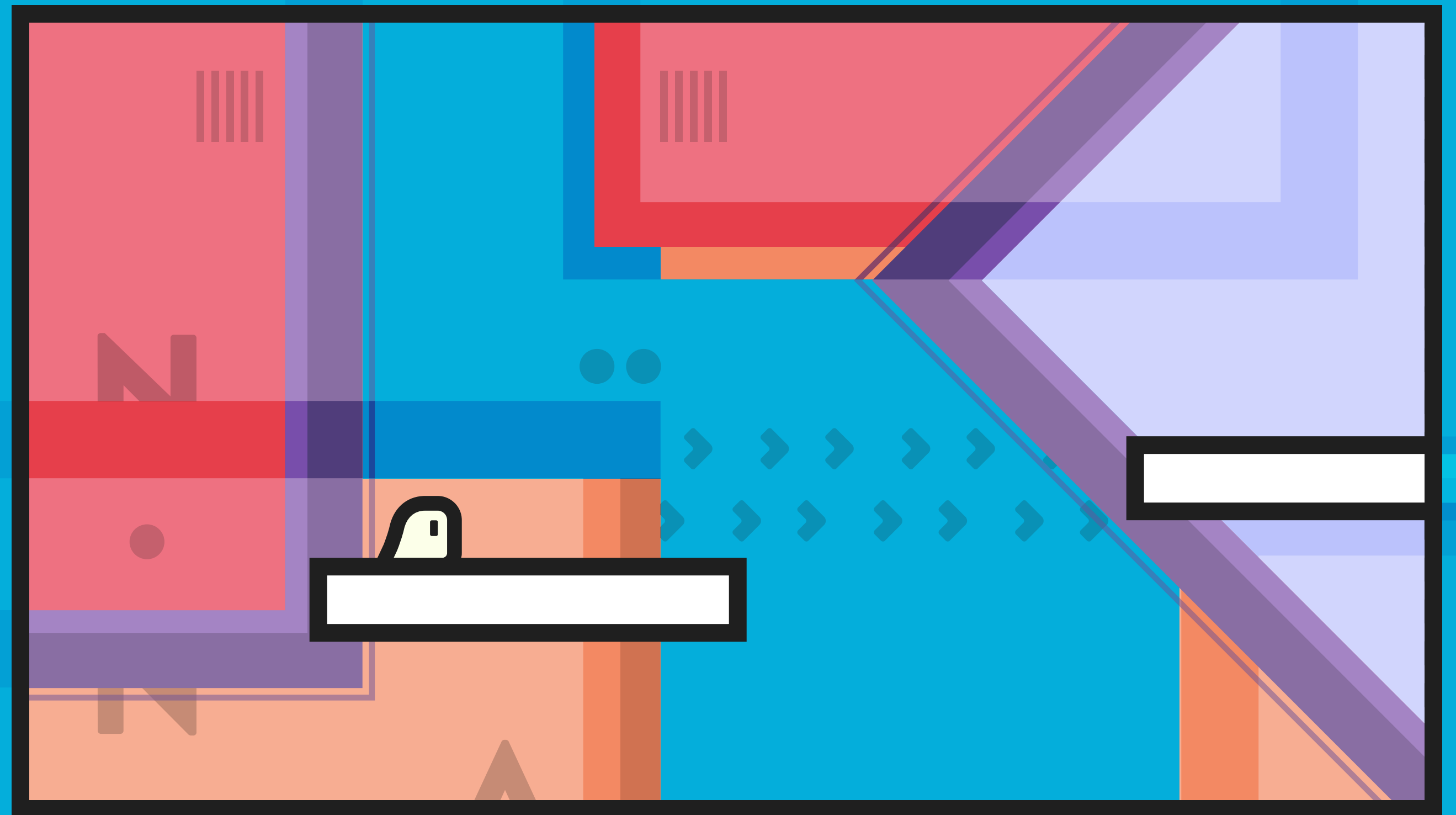


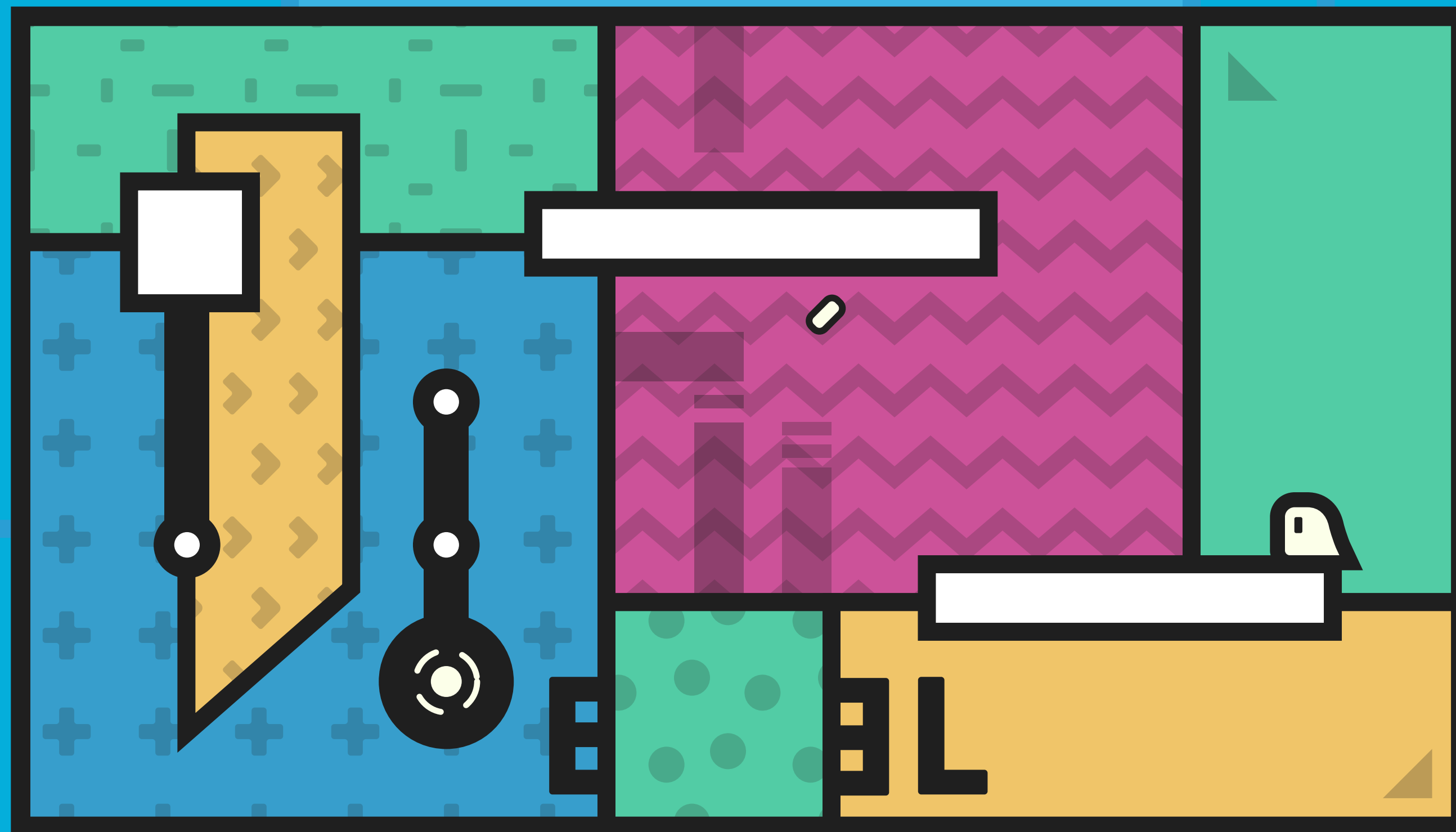
# WHAT IS ALL ABOUT?



OMEΟ is a platform game with puzzle elements.

It features a unique gameplay with a distinctive visual style.





## UNIQUE GAMEPLAY?

Each region allows a single specific action.

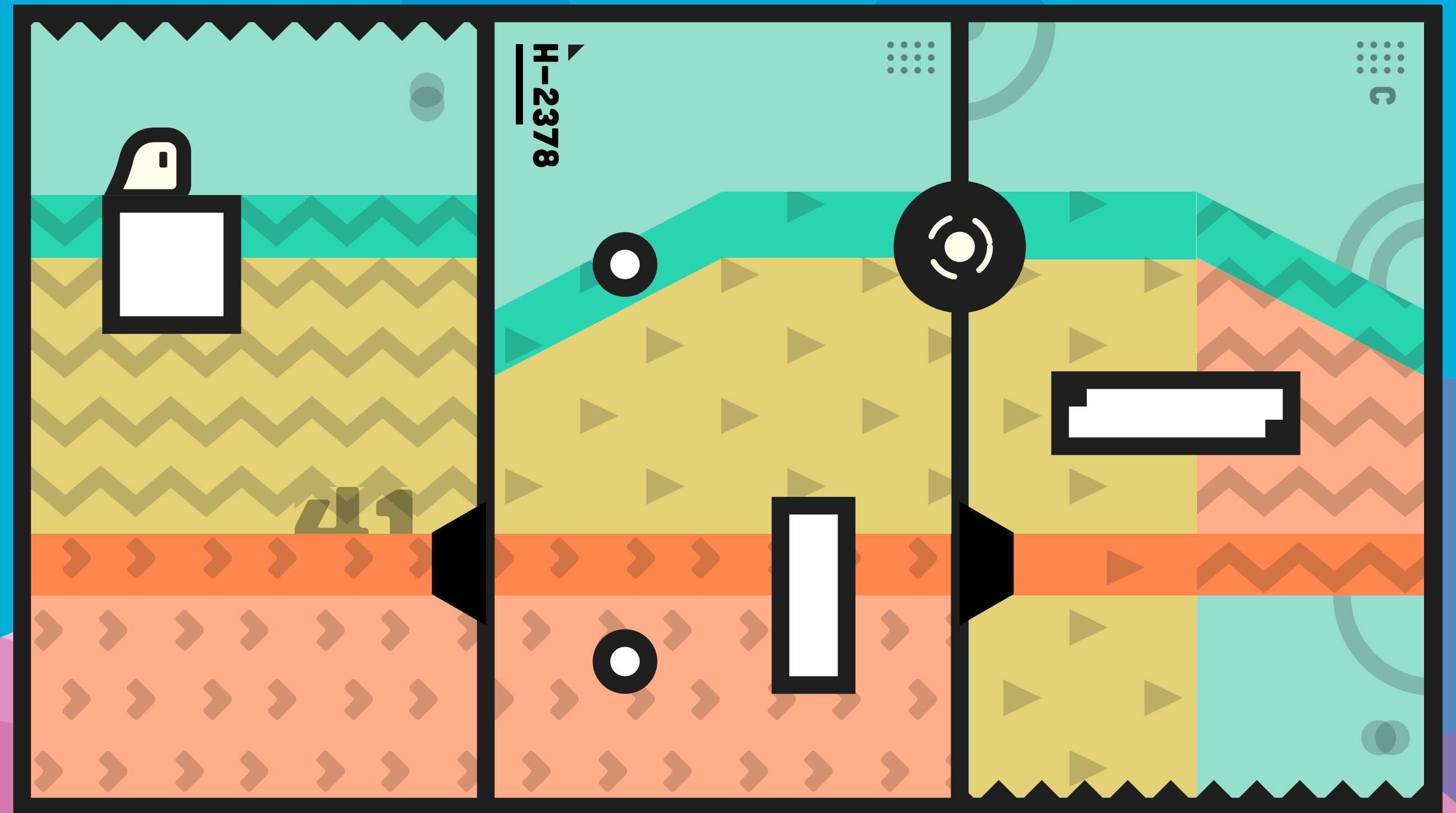
The player cannot jump or dash anywhere, he can do only the action allowed by the region he is located.  
Eg: the magenta allows to switch gravity.

And level borders wrap across.

## DISTINCTIVE VISUAL STYLE?

Basic shapes, live patterns and smooth dynamics together depict mesmerizing compositions.

Different visual clues drive to the solution and provide context for the background story.

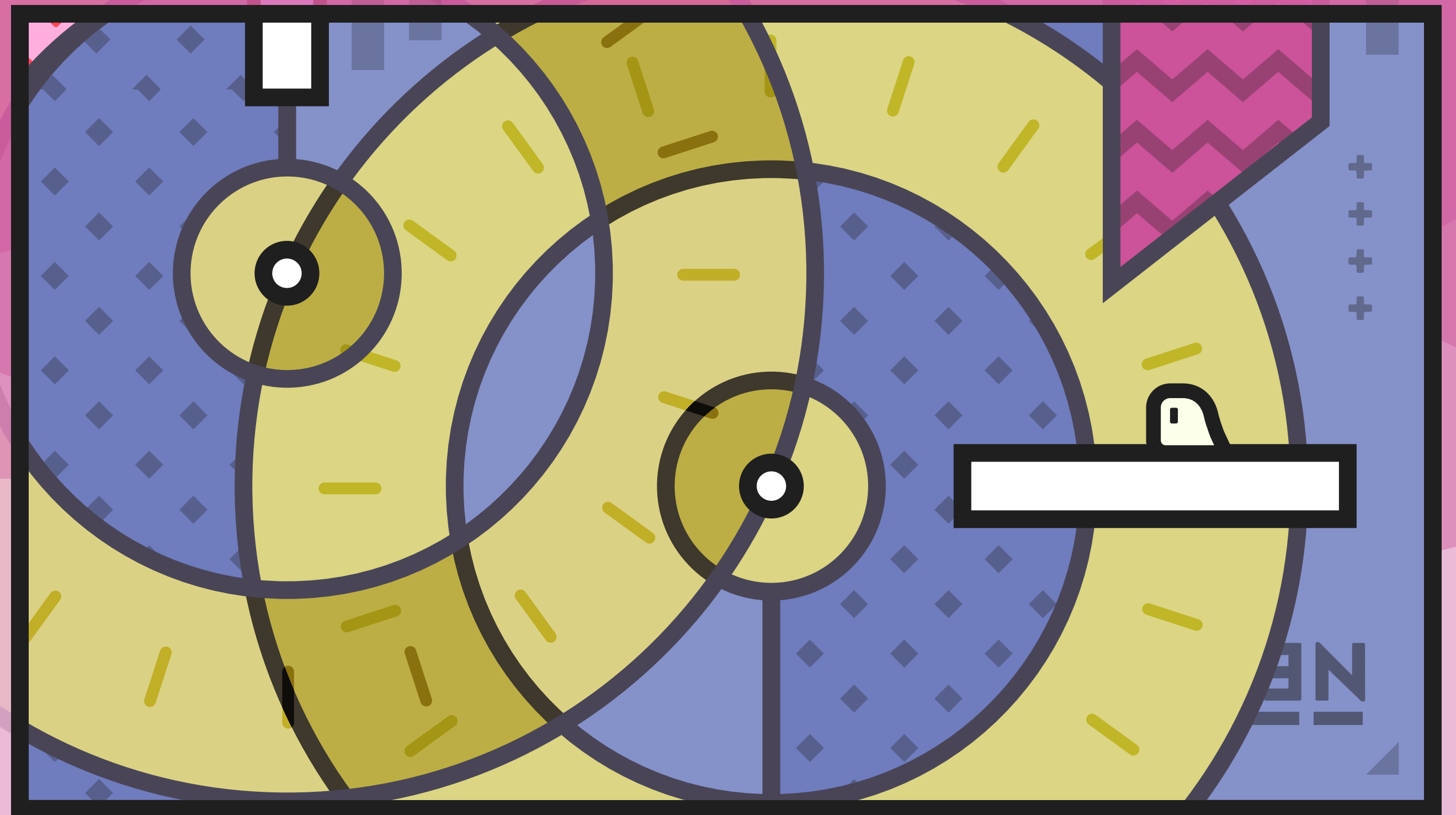


## COMPOSITIONS?

Level compositions are OMEO's core challenge.

They are alive, interactive, multifaceted and they reserve plenty of surprises.

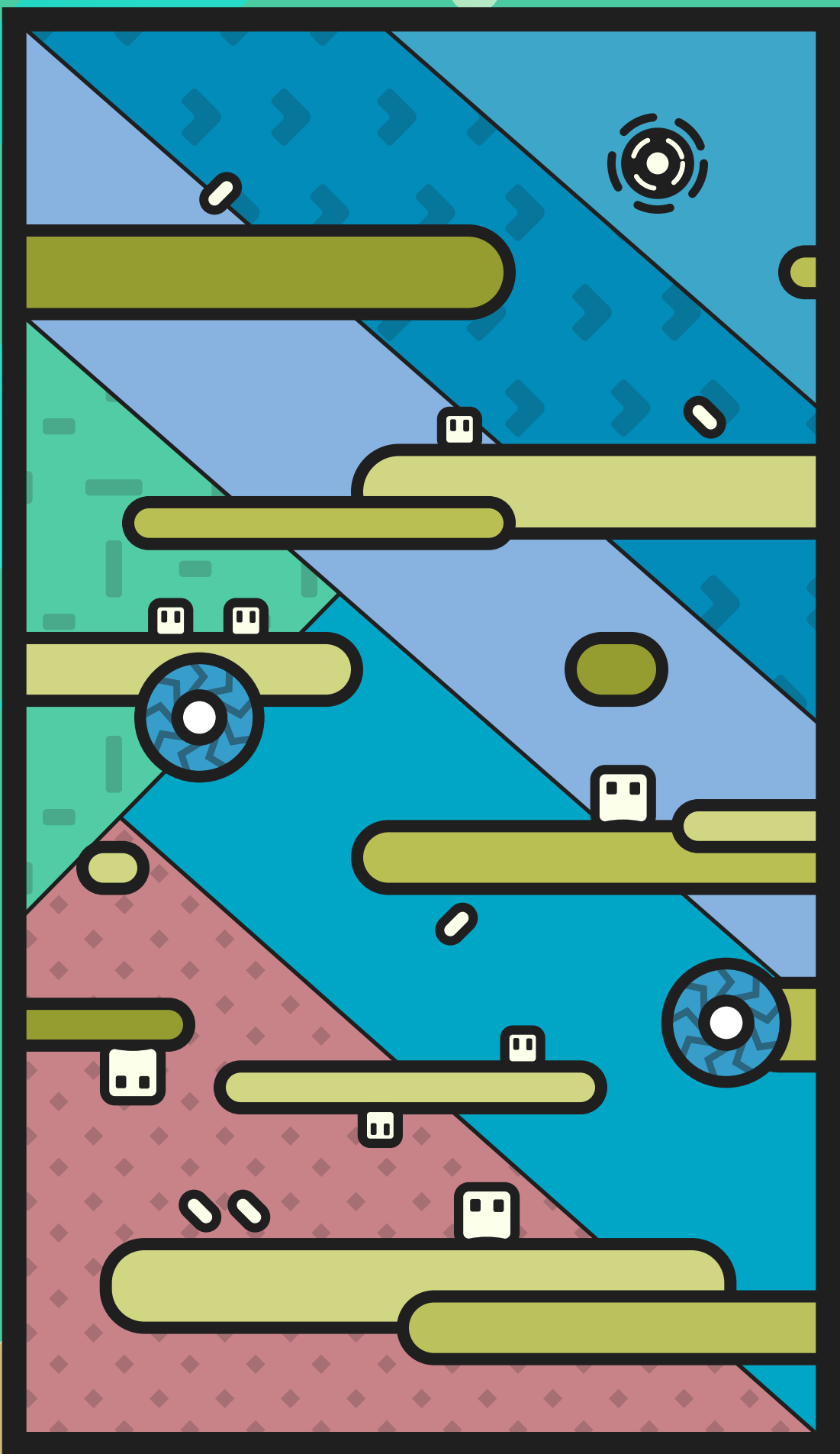
Travel through, transform and reach the exit.



# ANYTHING ELSE?



In OMEG you will face insidious enemies, tough bosses, tricky puzzles and many gameplay variants.



**AND WHAT ABOUT YOU?**



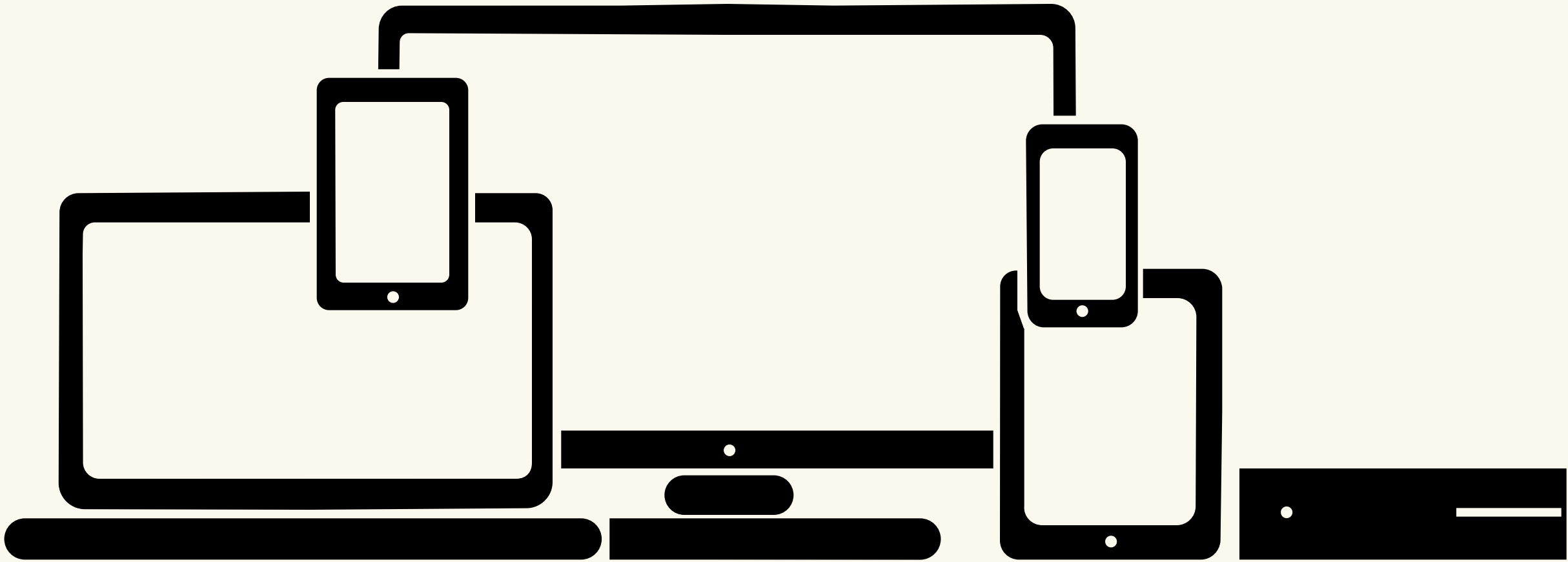
**WHERE THERE'S A STORY TO TELL, A MISSION TO LEAD  
SOMEONE MUST STAND UP AND ANSWER THE CALL**

**WILL YOU TRUST ME?**

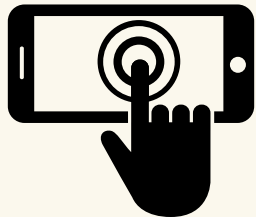
**IT'S YOUR CHOICE**



# PLATFORM SUPPORT

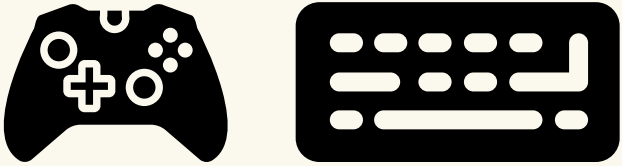


## MOBILE



TOUCH

## DESKTOP



GAMEPAD  
KEYBOARD

## TV



GAMEPAD  
REMOTE

## CONSOLE



GAMEPAD

# GAME CONTENT

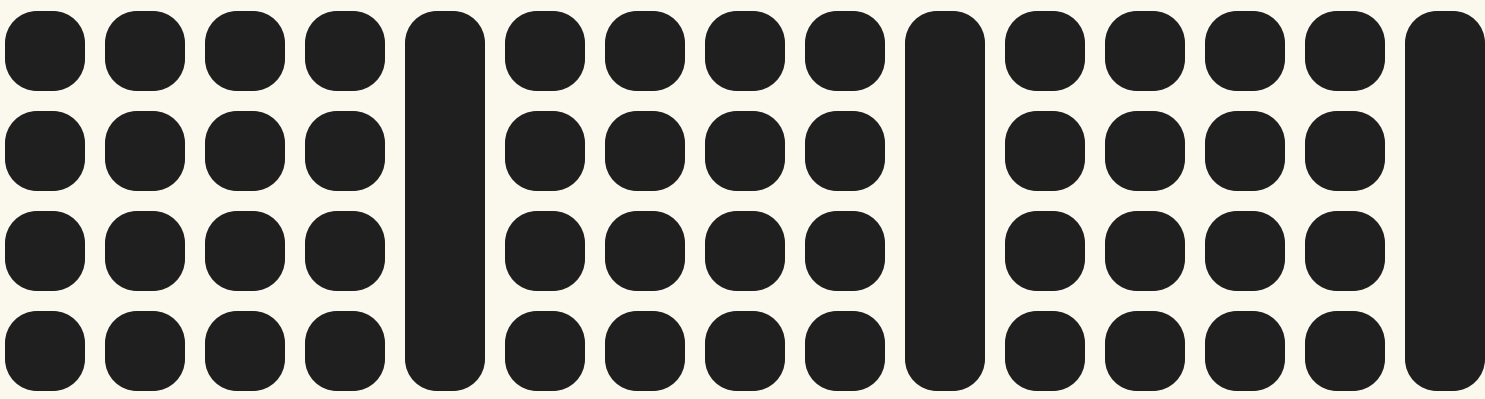
## STORY MODE

SINGLE PLAYER CAMPAIGN ~8H



## WORKOUTS

OPTIONAL (NON-STORY) HARD CHALLENGES ~4H

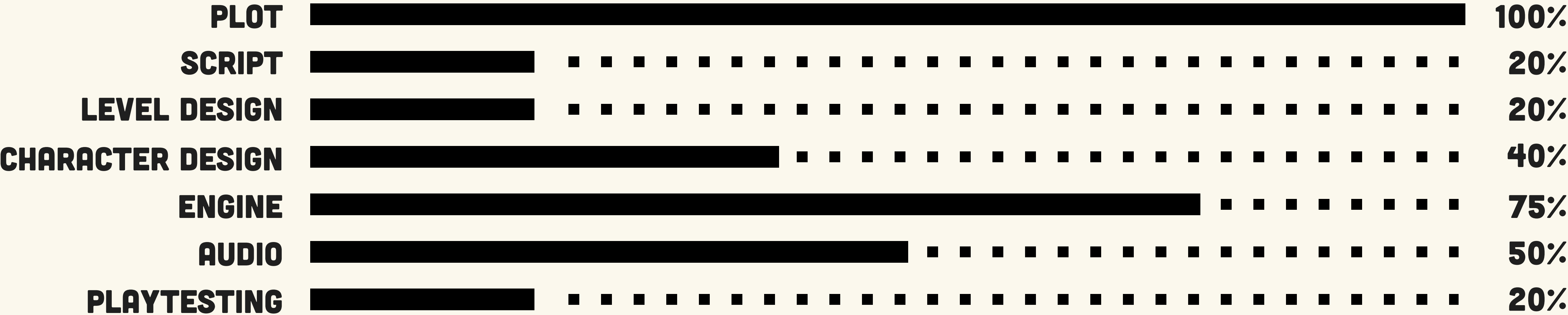


## EXTRA MODES

OPTIONAL GAME MODES ~2H

- SPEED RUN
- SEQUENCE (HARDER) BOSS

# DEVELOPMENT STATUS



FIRST CHUNK PLAYTESTED ON REAL DEVICES WITH REAL USERS  
MANY TUNINGS DONE: PLAYER CONTROLS, DIFFICULTY PROGRESSION, TUTORIALS...

## ABOUT DEVELOPER

# BACKGROUND

## 2010 TEAM LEAD

**PLAN-DELIVERY ENTERPRISE SOFTWARE**  
**MANAGING 6 PEOPLE**  
**TELECOM INDUSTRY**  
**FULLSTACK DEV**



# GIUSEPPE

## INDIE DEV



# CONTRACTOR

## AUDIO



# GAMECLUB

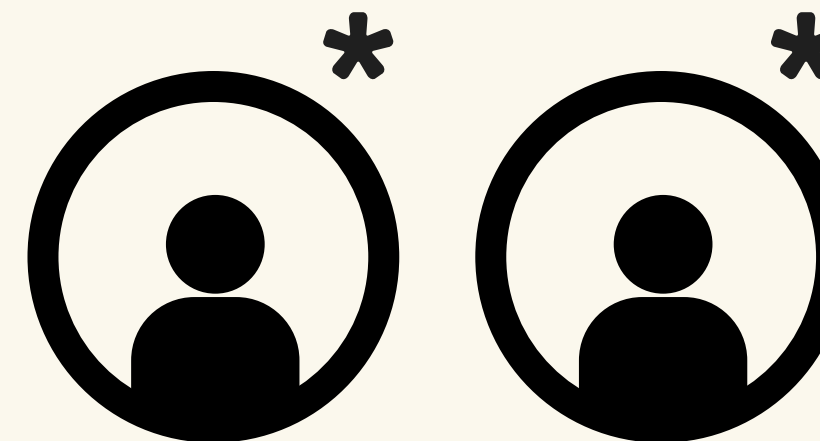
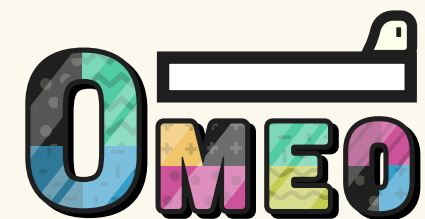
## PLAYTESTING

# 2017 INDIE DEV

## SMALL SCOPE GAMES

- 6 MOBILE (IOS/ANDROID/WM10)
- 2 DESKTOP PORTING (WIN10/MACOS/LINUX)
- 1 CONSOLE (XBOX)

## 2019 MEDIUM SCOPE GAMES



**IN CASE OF FUNDING A LEVEL DESIGNER AND A GENERALIST DESIGNER WILL BE HIRED TO SPEED UP THE DEVELOPMENT AND FOLLOW FURTHER EXPANSION OF THE GAME**

**YOU KEPT UP TIL HERE**



**THAT'S A GOOD START  
YOU KNOW HOW TO FIND ME**



**WWW.NONOSTANTE.IO  
GAMES@NONOSTANTE.IO**