

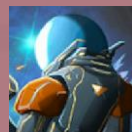
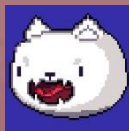
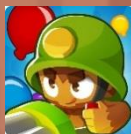


Quantum Conundrum

PITCH SLIDES



TOWER DEFENSE



VAMPIRE SURVIVOR



Game Overview

- 2D game.
- Genre: Roguelike, Tower Defense.
- Market size: 1-2bn.
- Main customer: 25-35 aged
- Monetization: Premium, DLC contents, player customization.

A dramatic, low-angle shot of a massive, dark, metallic robot with glowing orange-red eyes and lights hovering over a city street. The robot has a complex, angular design with multiple limbs. In the foreground, several smaller, boxy robots with red eyes are on the ground, some appearing to be in motion. Humans are also visible in the lower part of the frame, some running away from the viewer. The background shows tall, modern buildings under a hazy, orange-tinted sky, suggesting a scene of chaos or conflict.

YEAR 2077...

Robots has taken over the world, causing chaos and pushing humans to the edge of extinction...

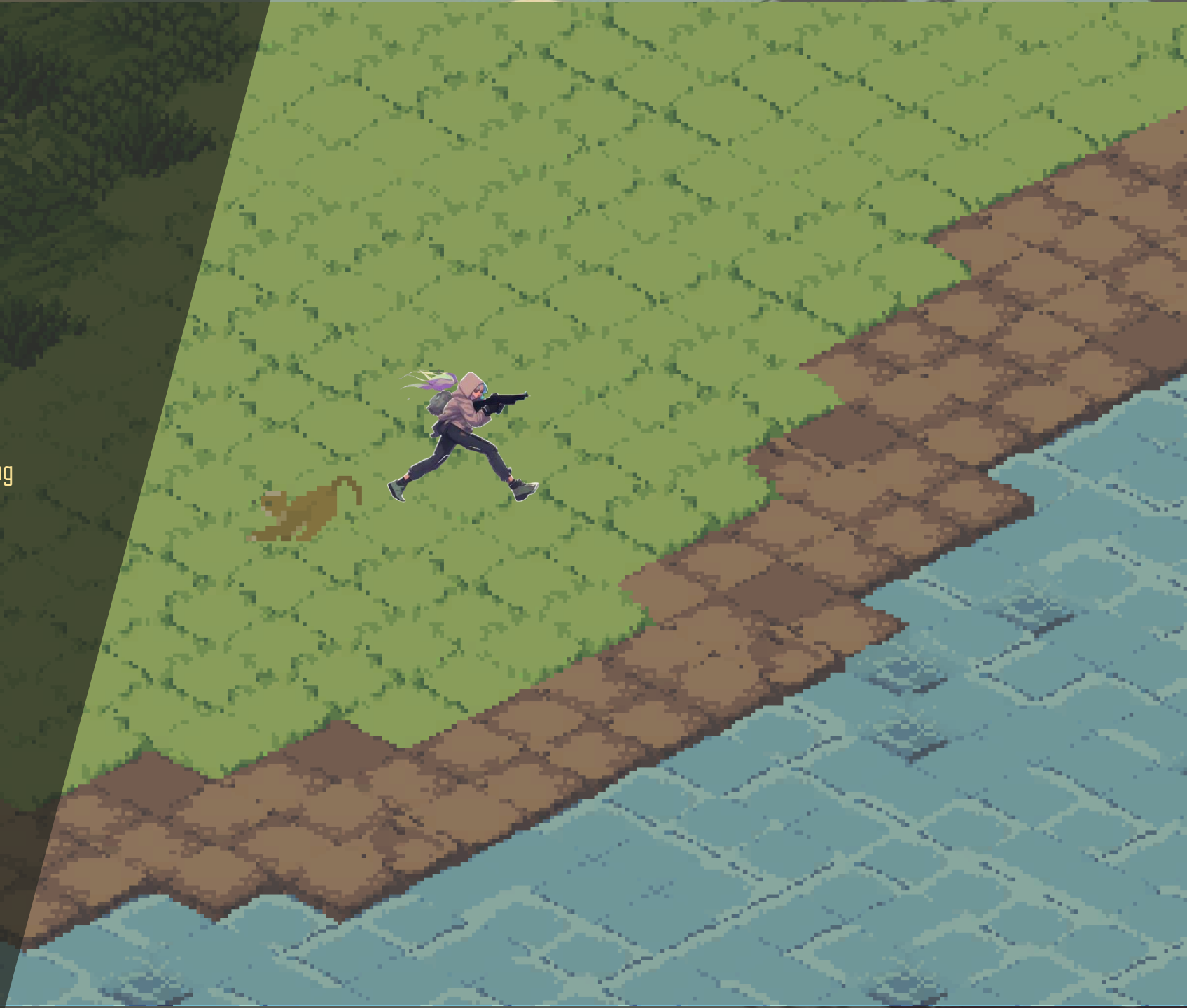
Humanity's last hope

Yet, you managed to survive...



How It Works

- Camera: 2D top-down.
- Control: WASD to move and mouse to pick up tower.
- Character: A mechanic whose specialty lies in building and maintaining robots.
- **Win/Lose** condition: Defeating the final boss or die.



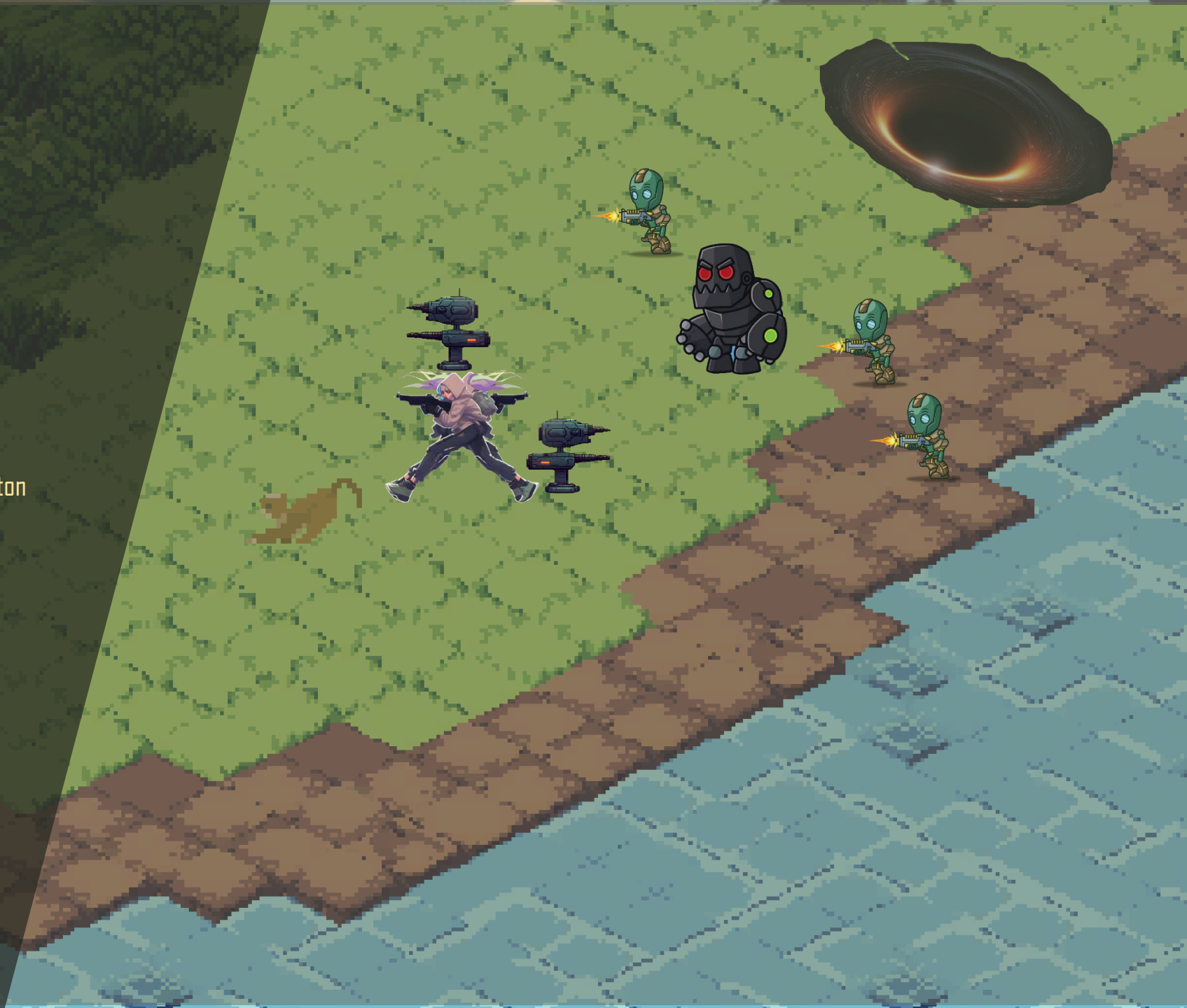
Danger comes from all sides

- Large auto-generated Map.
- **Evil robots** try to attack you.
- Build towers to defend yourself.



Pick up your turret...

- You can pick up your turrets anytime using the F button



...Then place them back down

- Turrets interact with the environment aka where you place them. Each Biome interacts with the turret a different way (give damage, slow,...)



Enemies drop scrapes

- Enemies drop some of their body parts on death.
- You can pick them up then use them to craft and improve your towers.



Nowhere to hide

- The boss slowly infects the world with vines tiles on which it can move and player cannot.
- Player have to fight eventually and decide the result of the tame

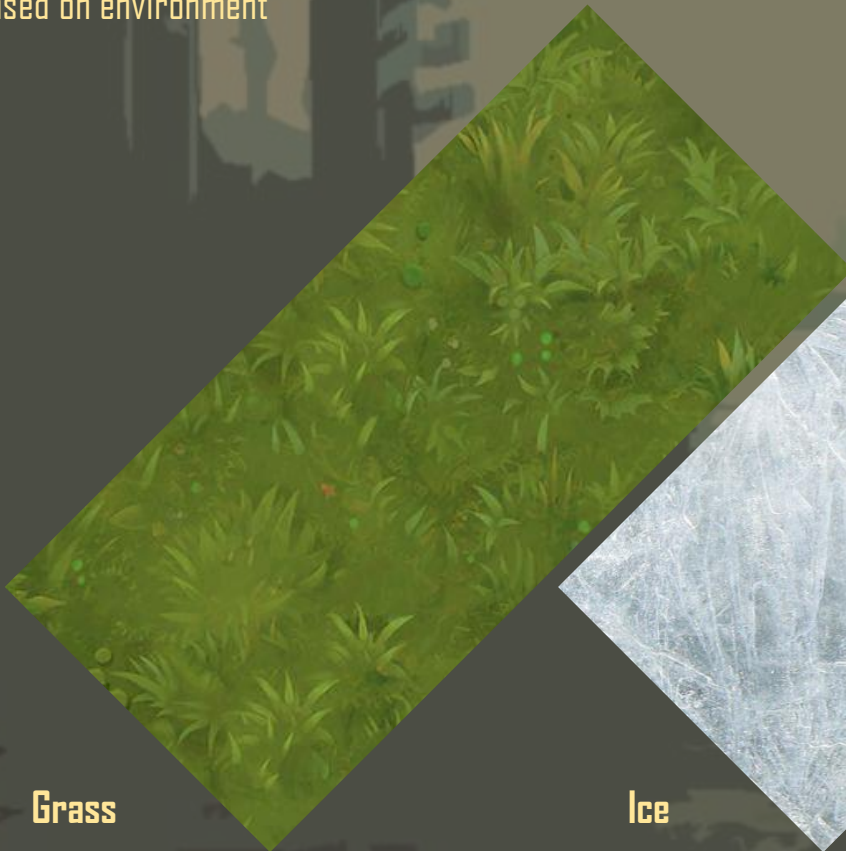




AI USAGE

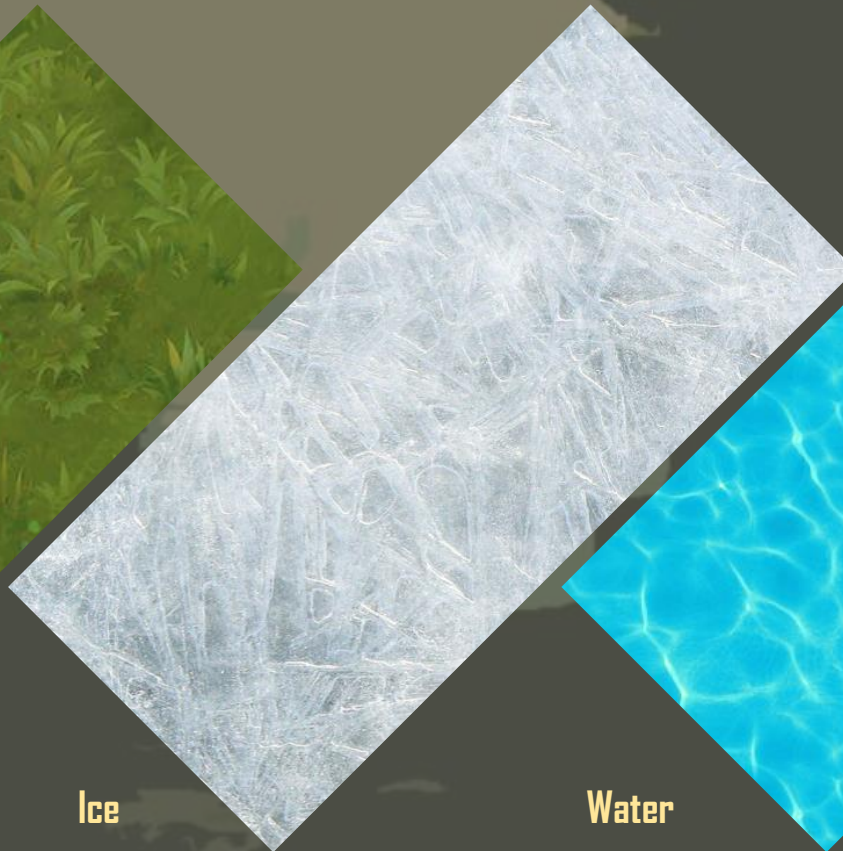
Map Generation

We create tile maps based on environment variables.



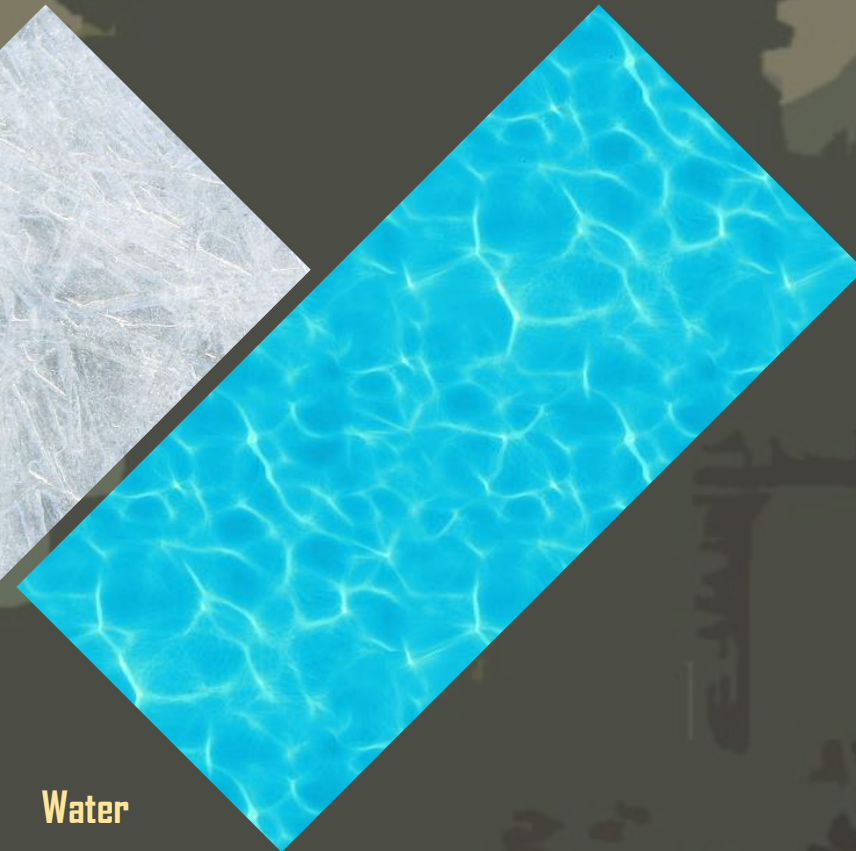
Grass

Large plains



Ice

High mountains



Water

Lakes and seas

Asset generation



2D ART

Art from a no-artist team.



ANIMATION

Animation from a no-animator team.



TEXTS/IDEAS

Guided by human, written by LLMs.

AI

In parallel with the base game, we will research and experiment with AI on different core pillars of the game:

1. Smart monster behaviours: players feel like playing with a real opponent.
2. Auto game testing.
3. Player-customized map (with data from testing).
4. Auto economy balancing.



Development phases

Phase 1 (prototype)

Base game mechanics including combat, progression, AI and refined workflow.

Phase 2

Expand to more monsters and towers based on the base mechanics

Phase 3

Adding NPC and story

Phase 4

AI training and refinement, add auto-testing

Phase 5

Marketing and economy



Thank You

FOR LISTENING!