

# PROJECT S.T.O.R.M.

SUBAQUATIC TESTING-ORIENTED RESEARCH MOTHERLOBE

MULTIPLAYER | CO-OP | HORROR | ESCAPE ROOM

## MEET THE STUDIO

We are a seven-person team from **Portugal** with backgrounds as **masters in software engineering** and **degrees in videogames**. We set out to create new and enticing experiences and rely on **industry mentors** to advise us.

**Rami Ismail**  
consulting  
through  
course



**Filipe Coelho**  
Game Producer  
Lead Programmer



**Bruno Costa**  
Game Director  
Game Designer



**Alexandre Silva**  
Game Programmer



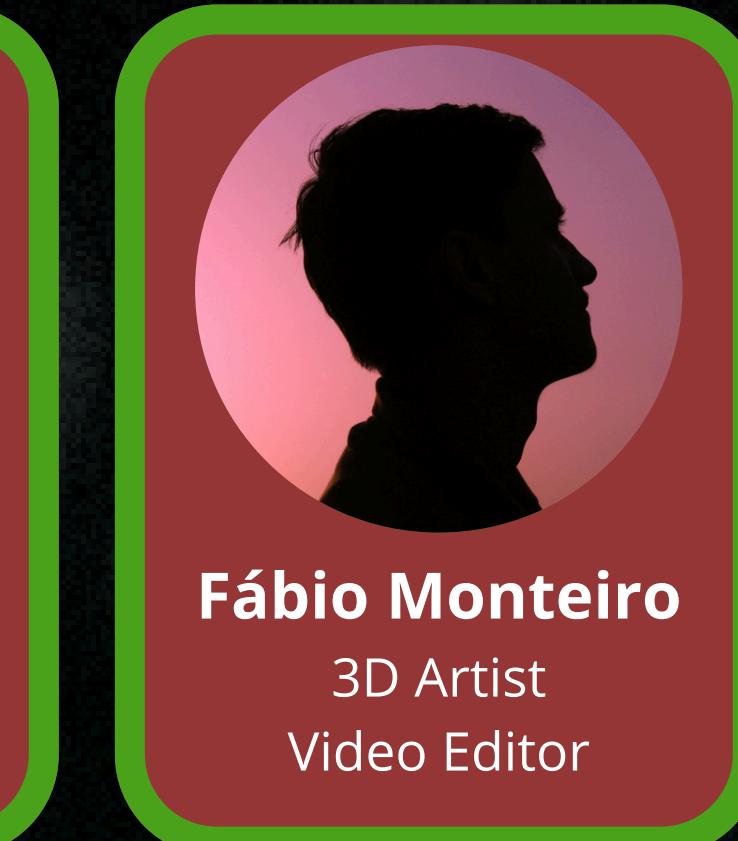
**André Coelho**  
Sound Designer



**Nuno Coelho**  
2D Artist  
3D Artist



**Romeu Neto**  
3D Artist  
VFX Artist



**Fábio Monteiro**  
3D Artist  
Video Editor

# MEET THE STUDIO

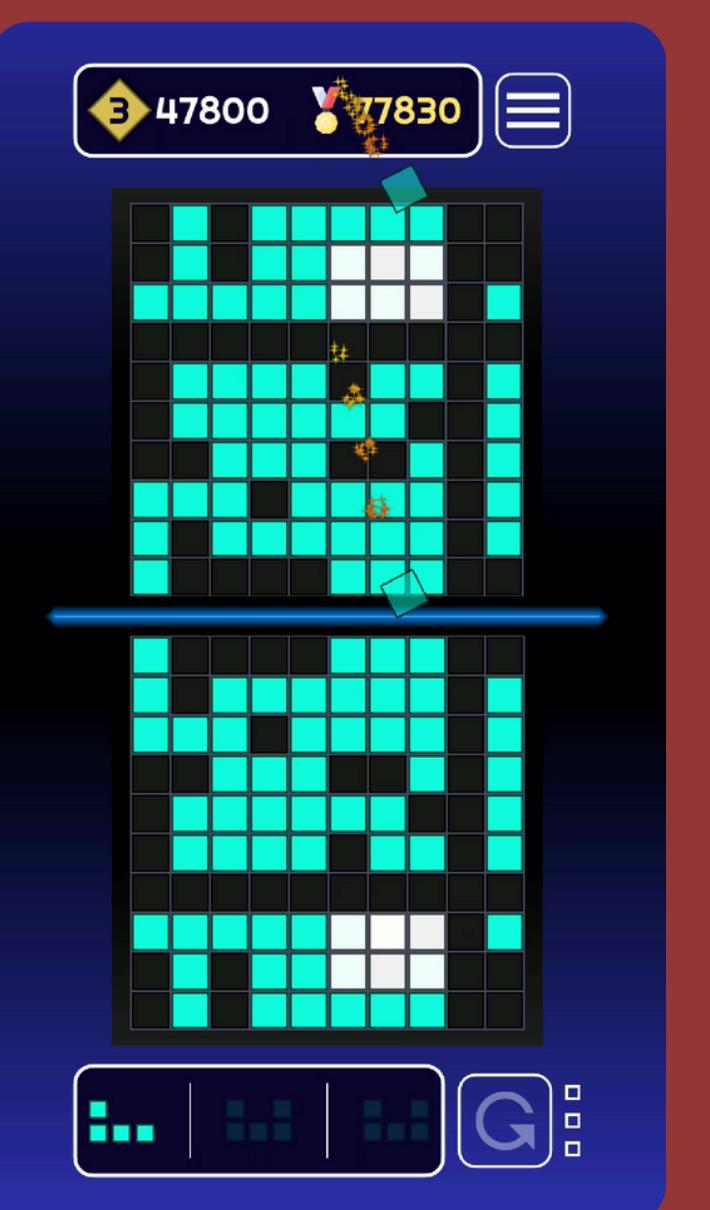


[Mirage Blocks Official Website](#)



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## *Flat Fat Fartfest*



Coming Soon

# WHY PROJECT S.T.O.R.M.

Project S.T.O.R.M. **began** with a team of **three programmers** and a **puzzle designer**.

We focused on our strengths and started developing a **puzzle game** with a **strong emphasis on systems**.

Our goal was to create **procedurally generated levels, rooms, and puzzles** to keep the gameplay fresh and engaging.



Additionally, we chose to make the game a **multiplayer co-op** experience to add more depth to the gameplay.

The game features **multiple modes** with varying lengths and difficulties.

We implemented robust support for **user-generated content**, including **puzzle editors** and integrations with the **Steam Workshop**.

# WHY PROJECT S.T.O.R.M.



This game capitalizes on the post-pandemic boom in **multiplayer** games with carefully designed **cooperative gameplay**.

It always requires two players and leverages their **communication** to fit puzzle pieces **together** and find solutions to the rooms.

There are also **collectible narrative elements** and **hidden cutscenes** to uncover the mystery, appealing to collectors.

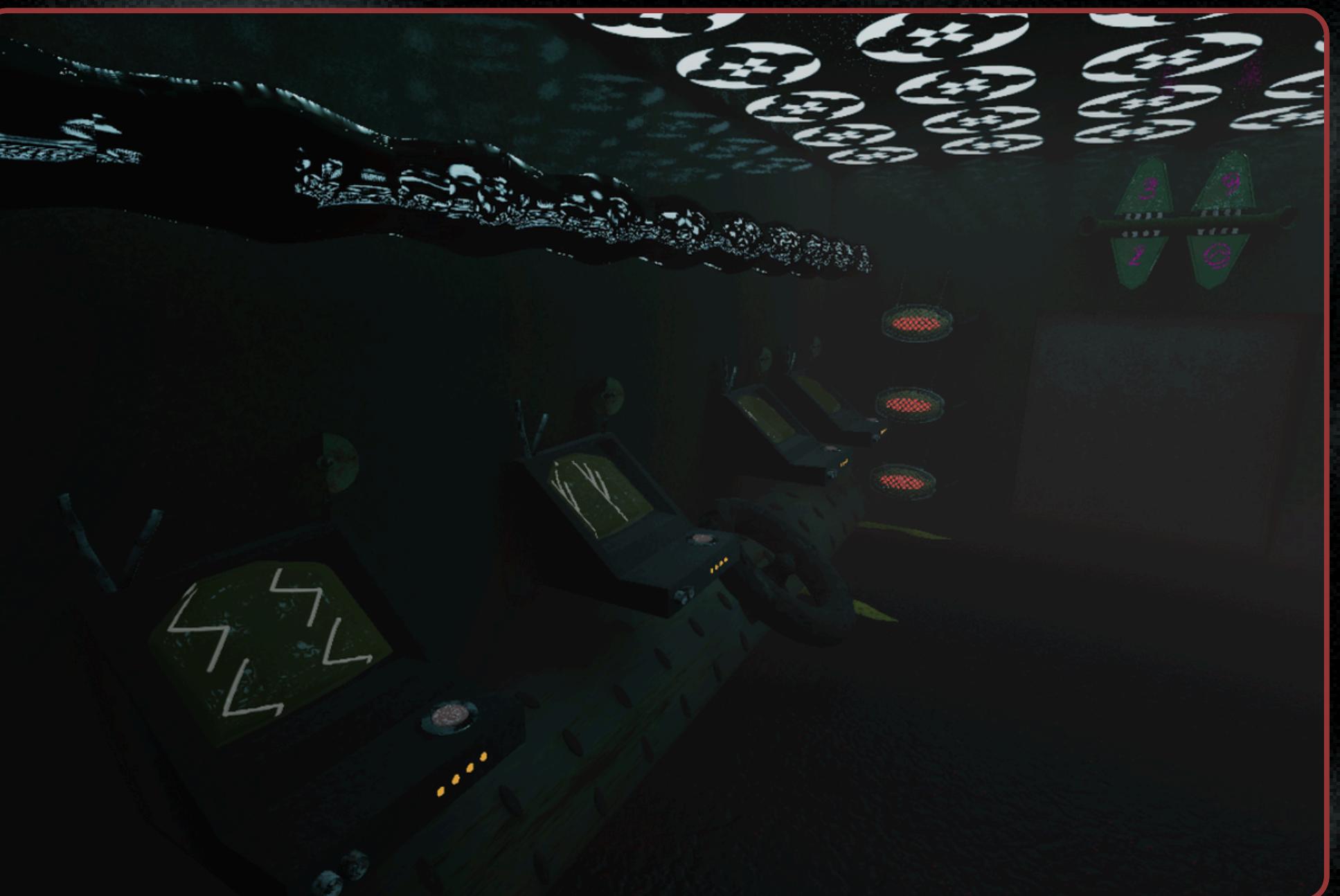
# WHAT IS PROJECT S.T.O.R.M.

A **procedurally generated**  
**multiplayer** escape room game that  
relies on players' **cooperation** and  
**communication**.

Each lobby selects their type of game:

Rooms change in **shape** and **size**;  
Puzzles vary in **difficulty** and **solutions**;  
Games differ in **duration**;

Discover **hidden lore** pieces and  
**unlock cutscenes** to uncover the  
secrets of the place you're trapped in.



# WHAT IS PROJECT S.T.O.R.M.

**Co-op:** Players are placed in separate rooms, each with parts of the puzzle to solve (either information or actions).

**Demo:** The playable demo consists of three different rooms per player, each containing three puzzles, for a total playtime of 30 to 45 minutes.  
Matchmaking is done through Steam.

## Procedural generation systems:

Already in development. Rooms can change their shape to accommodate the necessary puzzles, and the puzzles themselves have some variation.

A thumbnail for a YouTube video titled "Project S. T. O. R. M. - Trailer". The thumbnail features a dark, atmospheric background with white, jagged, puzzle-piece-like shapes forming the letters "PROJECT" and "STORM". A red YouTube play button icon is centered over the "O" in "PROJECT".

Project S. T. O. R. M. - Trailer

Watch on  YouTube

Share 

# THE IDEA OF PROJECT S.T.O.R.M.



**Unlimited Replayability:** By combining procedural generation and selection of puzzles and rooms with user-generated content, this game has the potential to offer **near-infinite gameplay**.

When considering that every player will need a friend to solve the puzzles, each **experience will always be different**, even in similar scenarios.

**Stressors:** As time passes, the game introduces **stress-inducing elements** like mysterious knocks on doors, rumbling rooms, and eerie creatures lurking outside in the water. In this horror, mysterious, suspenseful, and thrilling setting, players are put in stressful situations while needing to communicate clearly and solve puzzles.



**VR Support:** The game supports virtual reality headsets through **SteamVR™** with PC **crossplay**. Each player can choose to play either on a computer or in **virtual reality**.

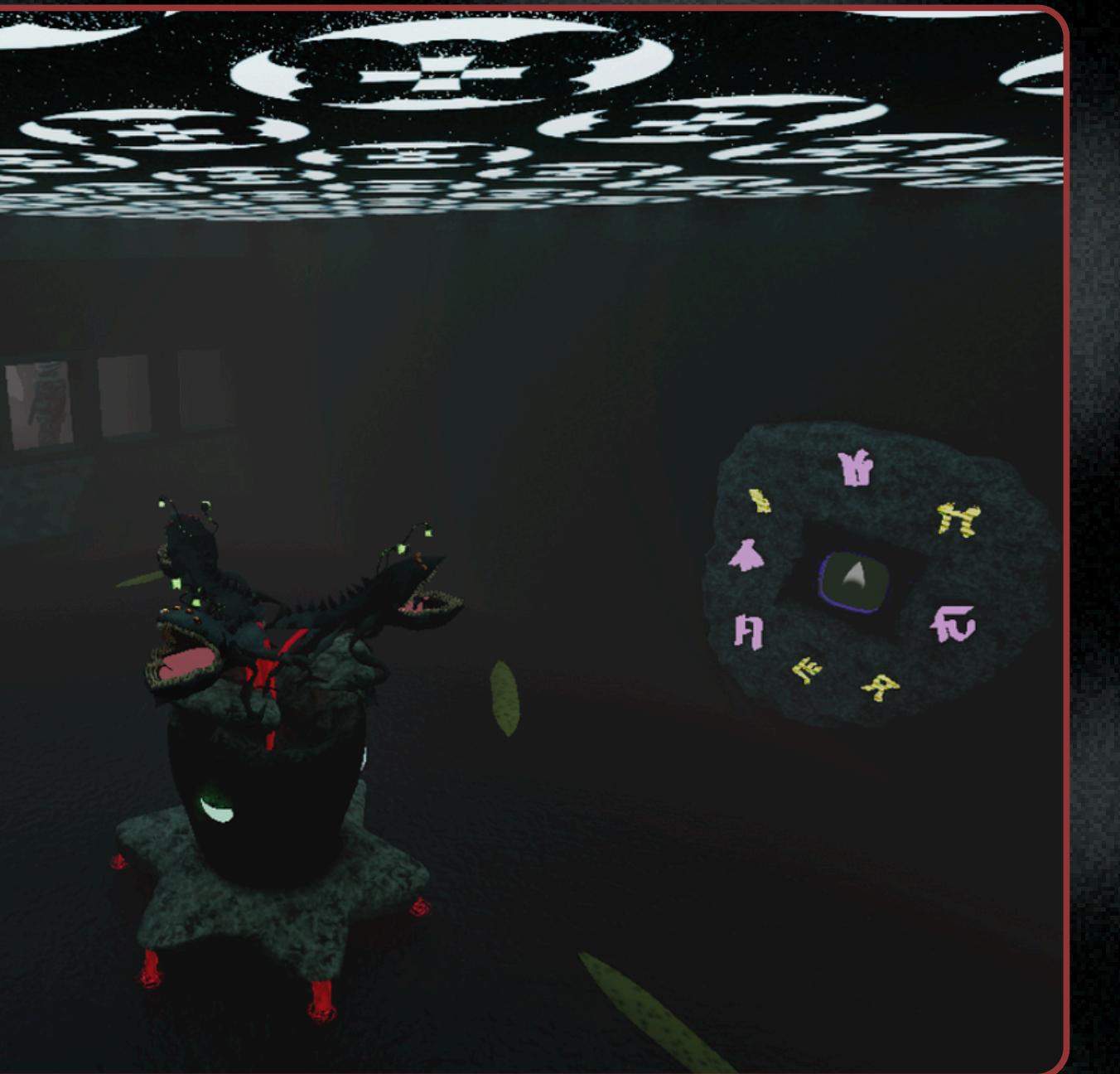
# GAME MODES

## Time Trials

Clear all rooms before the time runs out!  
The time varies with the number of rooms and the difficulty selected by the lobby.

## Speed Runs

Clear as many rooms as you can within the given time! This is perfect for players who enjoy speed running games or seek an additional challenge within the game.



## 2v2 Battles

Team up with your friend against another lobby of two players. Both groups solve identical puzzles, racing to be the first to escape the facility!

## Community Experiences

Hand-crafted rooms created by the community, featuring a curated selection of puzzles and environments.

# COMPARATIVE ANALYSIS

## Game A



💬 1234    🛒 55k    💰 \$280k

June 10, 2024

## Game B



💬 1234    🛒 55k    💰 \$520k

June 10, 2024

## Game C

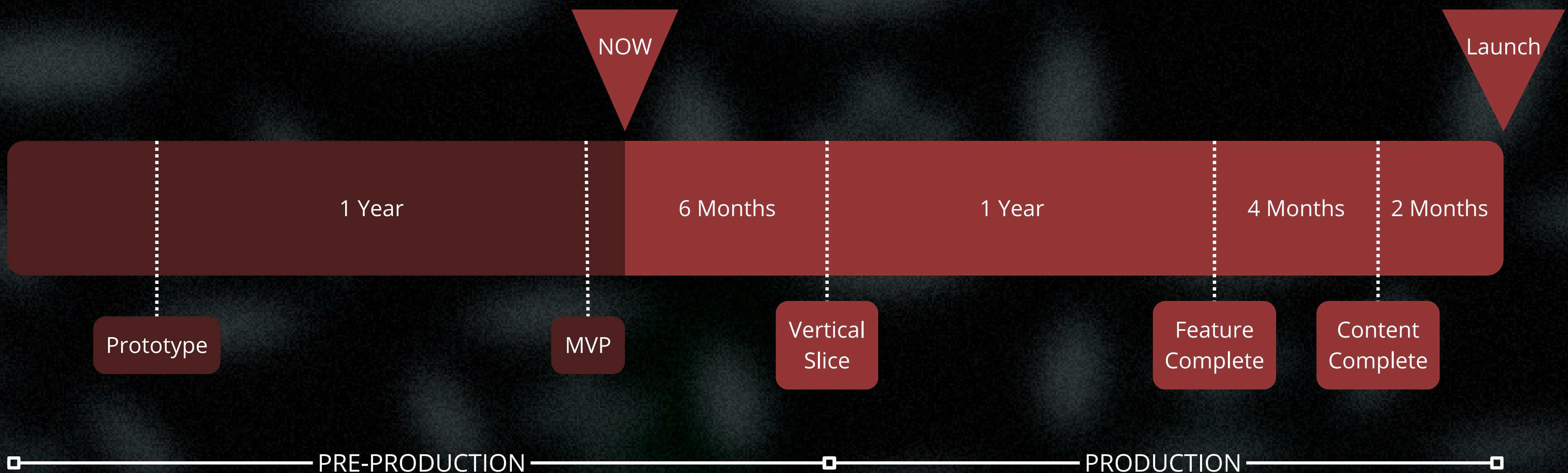


💬 1234    🛒 55k    💰 \$1.2M

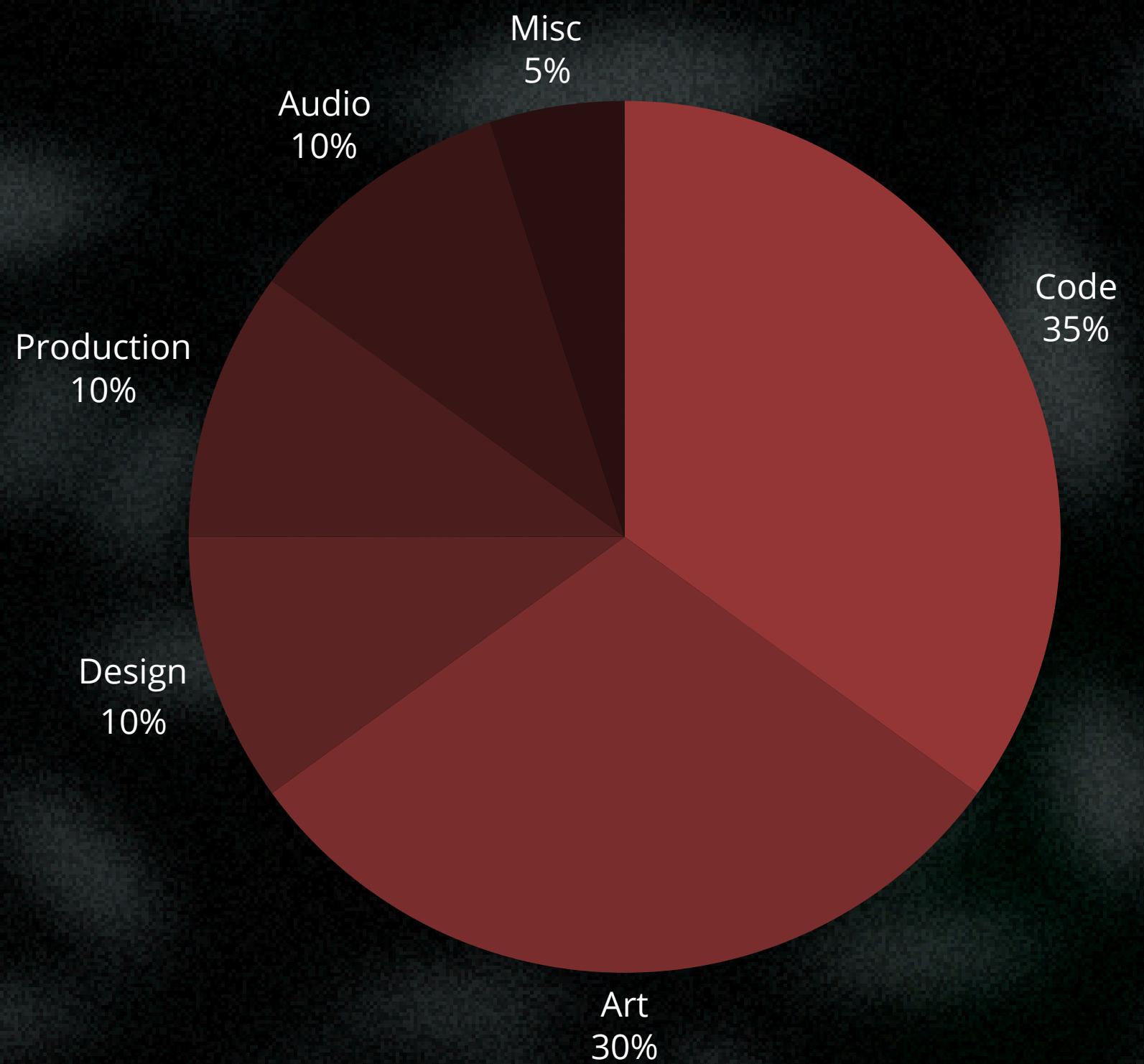
June 10, 2024

Information extracted through Boxleiter method

# TIMELINE



# BUDGET



**Total Asking Budget: \$ 350.000**

Target Price: \$16.99

Break-even: 295k units

## SUMMARY



# PROJECT S.T.O.R.M.

**Budget:** \$350.000

**Genres:** Co-op    Puzzle    Thriller    Escape Room

**Release Date:**

**Platforms:** PC    SteamDeck™    SteamVR™



## Aditional Content:

**Official Website** (build available)

- [GDD](#)
- [OneSheet](#)

# THANK YOU!



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