

Pitch Deck



ABOUT

Casa De Diamantes is a 2d shooter with a focus on quick and momentum-based movement, aggressive and dangerous battle arenas and exploring an interconnected world full of characters and secrets.

You are playing as Steph, a former prostitute who grew up in a rough neighborhood, looking for a new career in the Casa De Diamantes.

The Casa De Diamantes is a huge casino and one of the last safe places on earth where people come to gamble and drink their problems away.















FEATURES

- Quick momentum-based movement
- Tight and satisfying shooter mechanics
 - Different enemy types with diverse behavior and movement
- Characters with various quests and intentions
- Controlled dialogue scenes where the player decides the outcome
- Gambling and the use of your earned money for cosmetics and upgrades









TEAM

We are a team of students living in Berlin, Germany. Our passion for videogames and art drives our creativity and motivation. We all have a lot of experience in design, IT, music, marketing and illustration. We gained the experience through working, university and self-studying.

Jana and Alkan were supporting me a lot during development. We realized that the project turned from a fun experiment into an enjoyable experience. From that point on we decided to work together to finish the game and our current teamwork is benefiting the speed and quality of development a lot.

We want to focus our energy on delivering the best experience we can. This is only possible with your financial support.



William Djalal

- Lead Programmer
- Lead Designer



Jana Lef

- Artist
- Concept Artist



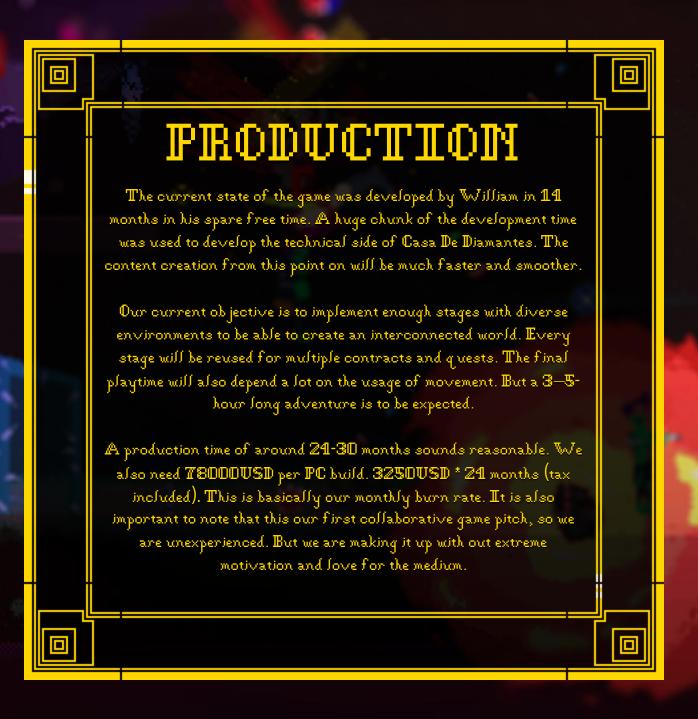
A. Alkan Akarsu

- Gameplay Designer
- Pro ject Manager









CASA DE

DIAMANTES

