

NEON NIGHTMARE

**IS TECHNOLOGY YOUR FRIEND OR
YOUR ENEMY?**

Why should we produce Neon Nightmare

How many times we heard that technology is vulnerable to **viruses**?

We believe that people often underestimate the **negative impact** of a virus affecting a **technological system**, and so we created a **dystopian world** to express this concept

Play as someone who finds himself **stuck in a computer** and should find a way to **escape**:

Bind your **connection with the co-protagonist**, explore the world, discover new powers and defeat the viruses that infected the lands you visit in this brand new 3D **Metroidvania**

MANTA SONICA STUDIO

Edoardo Novara



- Project Manager
- Visual Artist
- Programmer
- Level Designer

Agnese Serafino



- Visual Artist
- Animator
- UI Designer
- Programmer

Laura Marchetti



- Sound Designer
- Programmer

Benito Marra



- Level Designer
- Programmer
- Game Designer

Emanuele Principalli



- Level Designer
- Programmer
- Game Designer



Manta
Sonica
Studio

REFERENCES

Hollow Knight



- Environment
- Mood
- Platforming

Ori Blind Forest



- Combat System

Metroid



- Gameplay Loop
- Point of View
- Power-Ups

MECHANICS

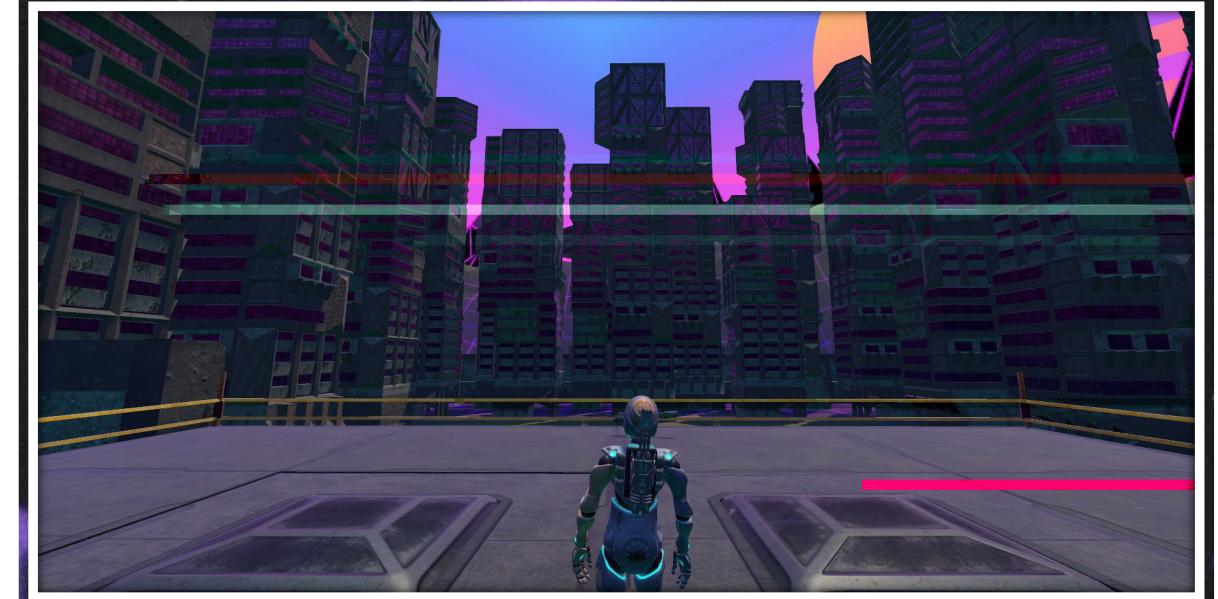
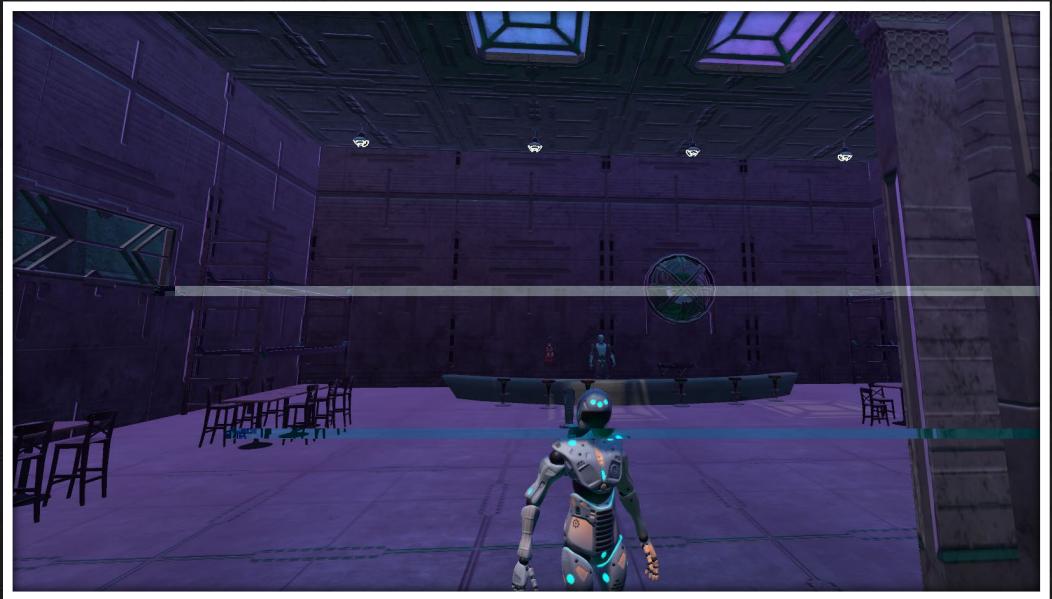
- Platform: the world is designed to be fun to explore using all the movement abilities the player will obtain, each level has collectibles that are hidden
- Combat system: the shooting is automatic like in ori and the blind forest, but the real combat system is avoiding the attacks using movement abilities while shooting the enemy

POWER-UPS

- **Double jump:** Allows the player to jump twice before landing
- **Dash:** allows the player to dodge skillshots and reach further destinations
- **Grappling hook:** allows the player to reach higher peaks
- **Ammo-up:** gives more shooting power to the player
- **Health-up :** Gives more health to the player

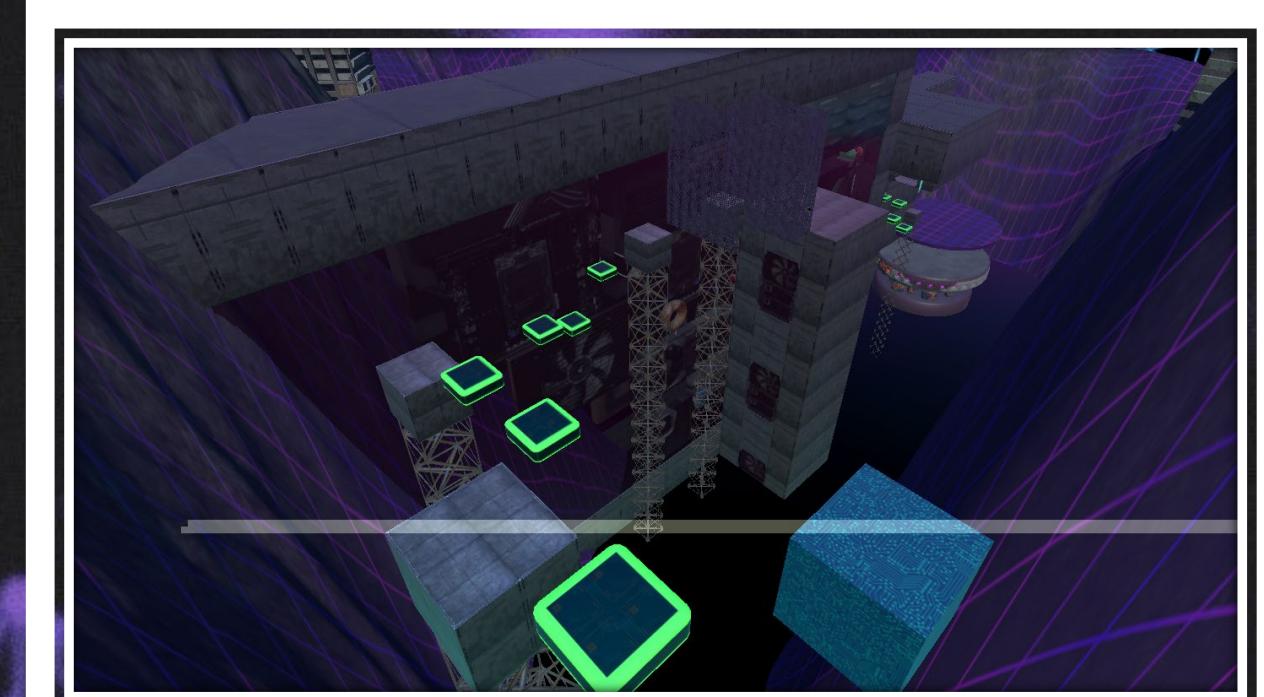
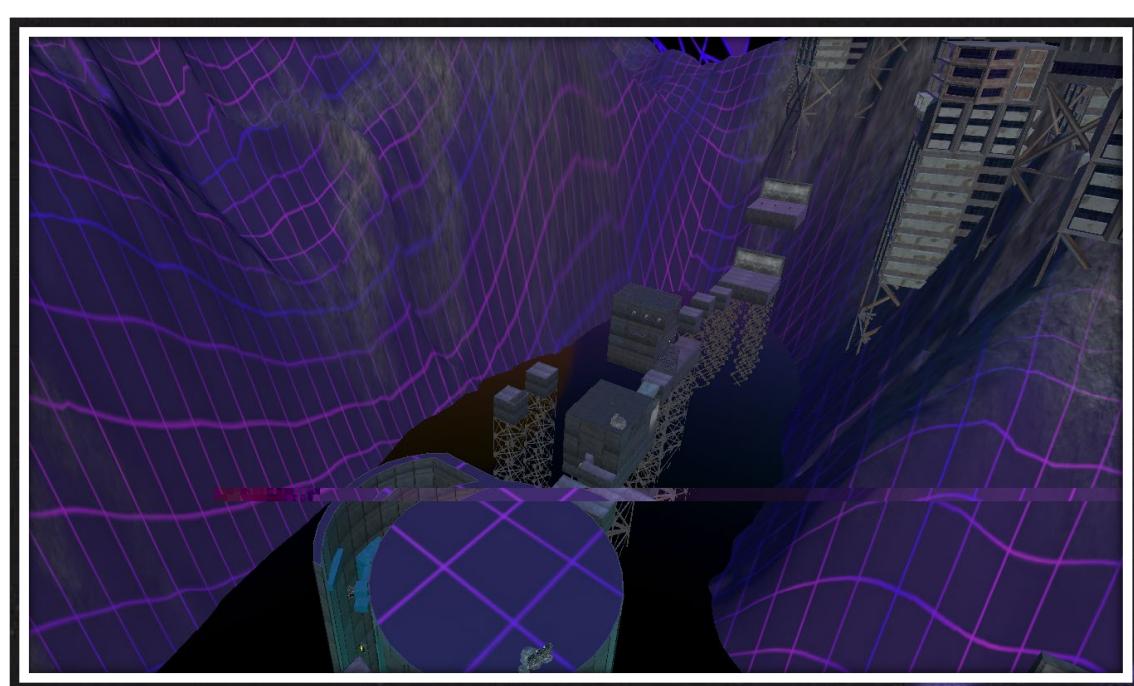
All the movement power ups can be combined together while moving allowing the player to perform stunning and fun platforming

THE SETTING



The story starts in the central hub of Romblant, the place that is connected to everything.

THE SETTING



This is one of the areas that you can explore in Romblant: it's called Memory Hill.

PROTOTYPE FEATURES

Demo

In the demo you will find two areas, the first one is the hub of the game and the second one is one the areas you will meet. Here you can taste the full gameplay loop experience

Gamemode

Metroidvania: You can reach every world from the hub of the game and in each world you will find a power up to improve your movement and fighting skill

Platform

The game is designed for Windows.
The suggestion is to use mouse and keyboard to have a better game experience

THE GAME AT RELEASE

Content

- 7 different areas
- More powerups
- A lot of collectibles
(Ammunitions and health upgrade)
- Secrets spread along the world
- 2 different ending of the game

Post launch



CHARACTERS (1/3)



Andrew

Andrew is the main character of the game. He suddenly finds himself inside a pub of a corrupted world. He's really upset and annoyed because he doesn't know how to go back to the real world. It is a talkative character so most of the times he will give the player his point of view on the events that will occur during the game.

CHARACTERS (2/3)



Sistor

Sistor is Andrew's partner since he is the only living being that knows how to bring Andrew home, in the journey every power up will be attached to Sistor because repairing him is Andrew's only chance to come back to his old life.

Sistor will be the only friend Andrew will have in his journey since everything is corrupted by the viruses

CHARACTERS (3/3)

Mob

Those are some enemies that Andrew and Sistor will find on their path, their design is inspired by the most famous computer viruses



TARGET AUDIENCE (1/2)



Pegi 12

Neon nightmare aims to reach all the young guys who are enthusiast of the technology of nowadays, one of the strengths of this game is that even people who dislike the hi-tech world settling can find this game interesting since the connection and friendship between the two main characters will teach how to approach technology

TARGET AUDIENCE (2/2)

Players

The marvelous world building aim to the explorers, who are intrigued by the world and wants to discover all the possible power combinations. Inside the game there are a lot of optional collectibles that will also attract the achievers players



BENCHMARK ANALYSIS

28 February 2003

Developer: Nintendo
GameCube/Wii

Over 2,5M copies sold

Meta Score 97%

Average play time: 13,5h

Full price: 49,99\$



24 February 2017

Developer: Team Cherry
Steam

3M copies sold

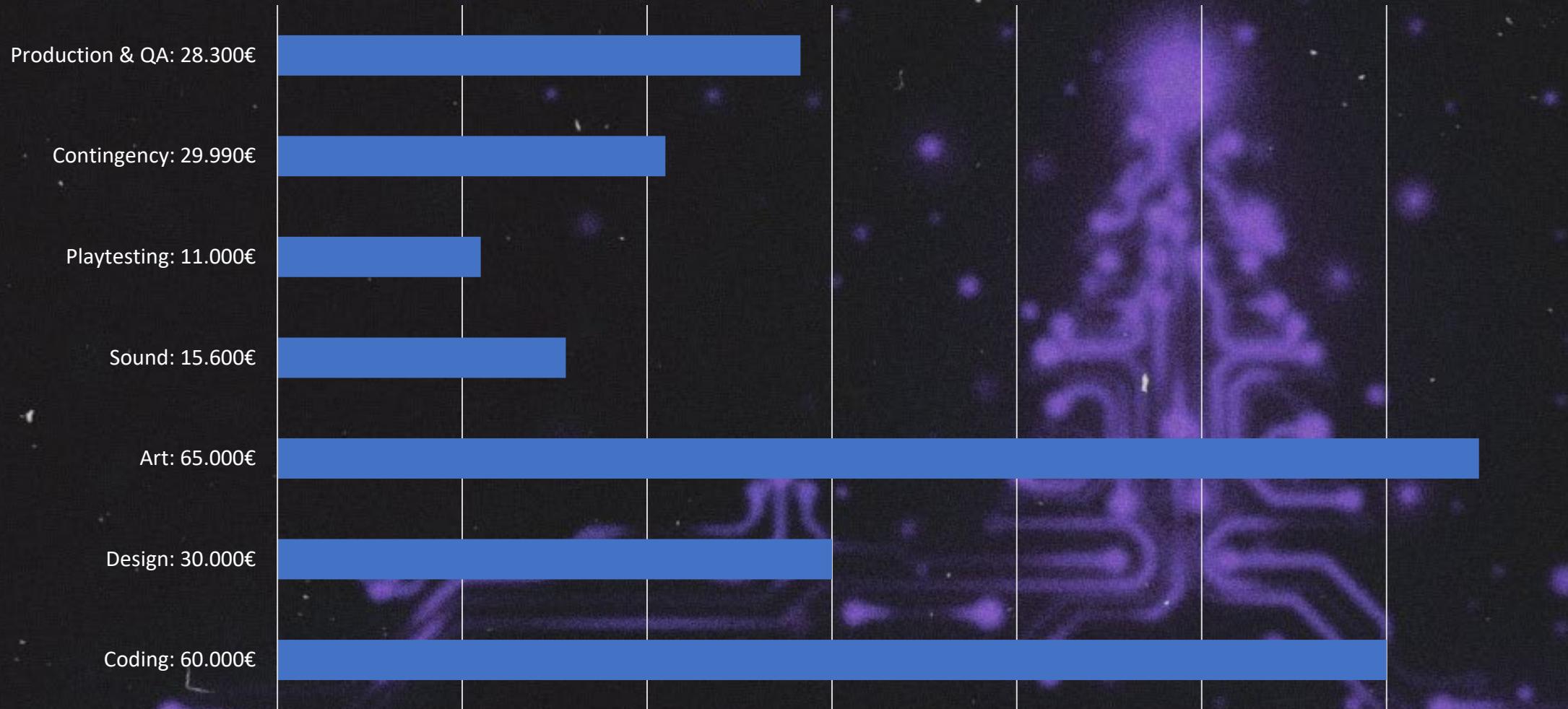
Meta Score 86%

Average play time: 39h

Full price: 19,99\$



BUDGET



TOTAL 239 800 €

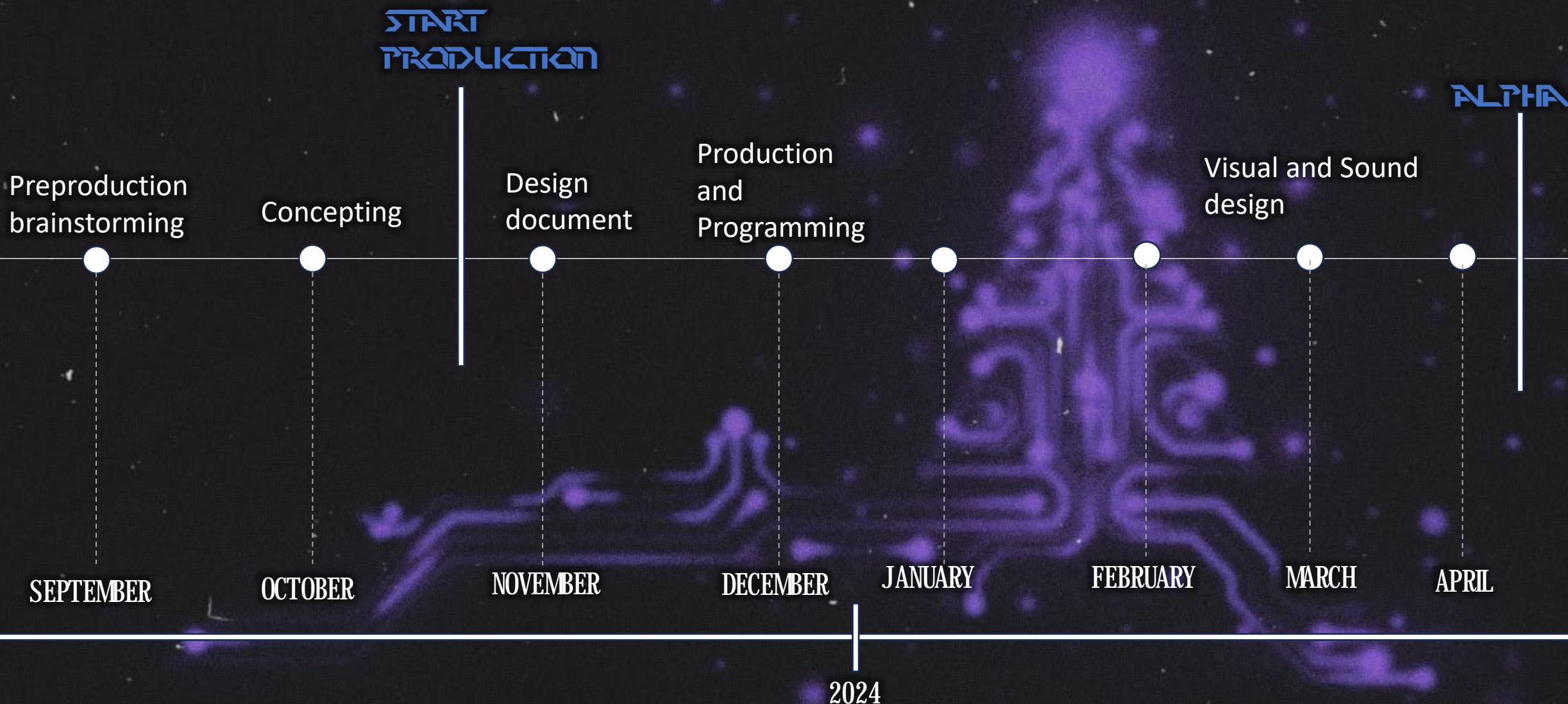
BREAK EVEN POINT

We calculated the BEP by taking into account that the average fees for a copy sold in a digital store are around 30% of the total price

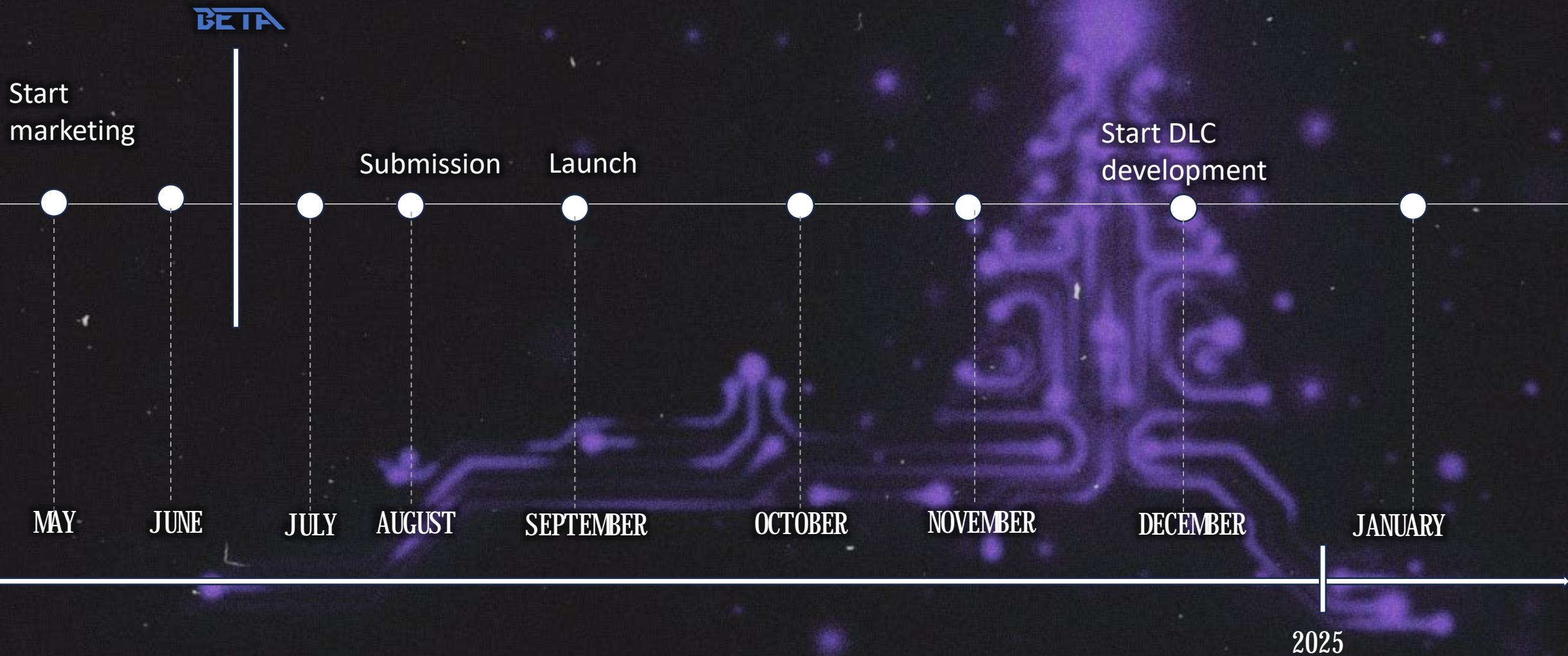
Selling a single copy at the price of 14,99 € the gross earnings are about 10,50 €



PRODUCTION TIMELINE



TIMELINE POST LAUNCH



MARKETING [1/2]



Dario Moccia

Dario is one of the most famous streamers on twitch, he is a variety streamer but loves platform games and is a good candidate to show the game to a wide public that can get engaged easily

Mossbag

Mossbag became known on youtube thanks to his dedication to the metroidvania genre, especially hollow knight, he usually promotes new metroidvania on his channel, that is composed of a community that loves this genre.



mossbag ✅

@mossbag69 • 401.000 iscritti

The Old Man and the Sea tells the story of a battle between an aging, experienced fisherman, Santiago, and a large marlin.

MARKETING [2/2]

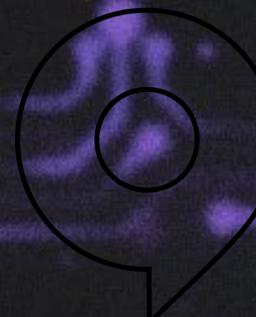


Gamescom

If we want to reach a bigger audience, we should attend Gamescom bringing a demo and giving some insights about our game characters

MGW

Games week is a place where a lot of different users can interact with the game, we think it's the best place in Italy where you can show your game both to the casual gamer and the hardcore one



gamescom

SUMMARY

- Single player Experience
- 3d metroidvania
- Focused on the relationship between man and technology
- Pc supported
- Budget 240,000 €
- Breakeven point 22,972 copies if sold at 14,99€
- Dlc expansion after the release
- Marketing based on the metroidvania influencer community and exhibitions

THANK YOU FOR LISTENING!