

Odd Space

Project 2

RPG Game Developed by Chaotic Evil

Who are we?



Lead
Alex Gesti



Design
Pol Pallarés

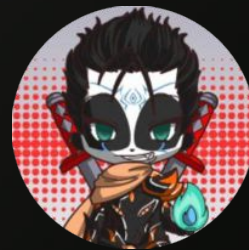


Code
Òscar Canales



Chaotic Evil
Chaotic Games, Evil business

Production
Denis Deconinck



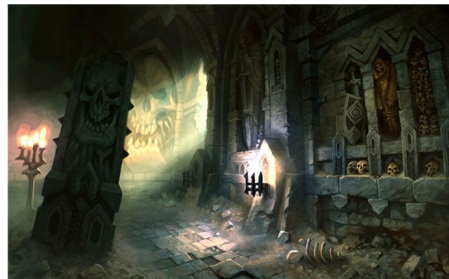
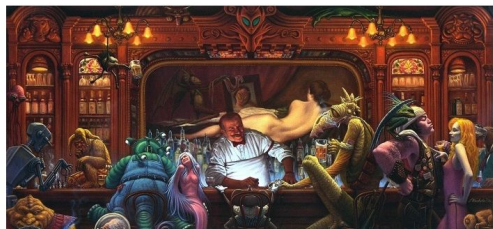
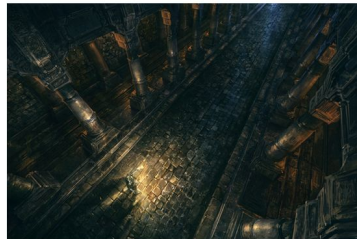
Art
Carles Garriga

Code
Raul Cano



DOOM

Characters



Environment

- Animated Cutscenes
- RPG Combat
- World exploration
- Dungeons
- Bestiary

Hand-drawn floor plan of the Ship's Deck. The central area is labeled "Ship's Deck rusty and dirty". To the left is a "comms room" and a "crites" area. To the right is a "crites" area and a "bunker". A red line indicates a path from the "comms room" to the "crites" area on the right. A staircase is located at the bottom center, with an arrow pointing left.

Diagram of a 5x5 grid floor plan. The grid is labeled with floor numbers 1 to 5 on the left and top. A red path is drawn from floor 5, room 1 to floor 1, room 5. The path is labeled 'Miniboss encounter' at floor 3, room 4 and 'bldg end' at floor 1, room 5. A 'secret chest' is located at floor 1, room 5, and a 'secret door' is located at floor 5, room 5.

blacked kitchen door

bar counter

stools

bartender NPC

drunk friend NPC

tables with drunk people

exit/entrance

Monthly Calendar

March

Date	Mon	Tue	Wed	Thu	Fri	Sat	Sun
01-07		Sprint					
08-14					Sprint	Sprint	Concept Delivery
15-21		Pitch	Start Prod			Sprint	
22-28						Sprint	
29-31							

April

Date	Mon	Tue	Wed	Thu	Fri	Sat	Sun
01-04						Sprint	
05-11					QA	QA / Sprint	
12-18						Sprint	V. Slice Delivery
19-25						Sprint	
26-30							

May

Date	Mon	Tue	Wed	Thu	Fri	Sat	Sun
01-02						Sprint	
03-09					QA	QA / Sprint	
10-16						Sprint	Alpha Delivery
17-23						Sprint	
26-31					QA	QA / Sprint	

June

Date	Mon	Tue	Wed	Thu	Fri	Sat	Sun
01-06			Sprint	Gold Delivery	Start PostProd		
07-13							
14-20							
21-27							
28-30							

Business Costs



25€

Assets

- Sprites & audio: **24,94€**
- Scripts: free



253€

Licences

- Adobe apps: **235,92€**
- Aseprite: **16,74€**



~15.100€

Post prod.

- Marketing: ~15.000€
- Publishing: from 100€



28.800€

Salaries

- Team of 6
- Monthly: **1.200 €**/member

Inversion - 20.000€

Use

Price: drop to 10€

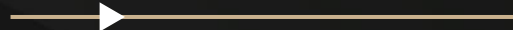
Marketing: 1.5 months campaign

75%



Salaries: partly covered

20%



Publishing: Steam, Itch.io

5%



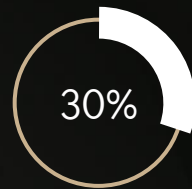
Profits



2€ royalty on
1st month

5.000 units expected to be sold on 1st
month

50% of investment recovered



30% of all revenue
after that

Includes

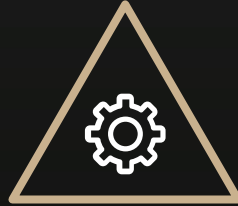
Sales
DLC
Merch
OST sales

Final words



Selling points

Unique theme
Bizarre story
Charismatic characters



Future

Potential for expansions
Good for merch
Company recognition



Revenue

Low inversion
Easy recovery of money
Short-term profits

Contact

Do you have any questions?

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