Odd Space

Project 2

RPG Game Developed by Chaotic Evil

Who are we?

Lead
Alex Gesti

Production
Denis Deconinck

Design
Pol Pallarés

Art
Carles Garriga

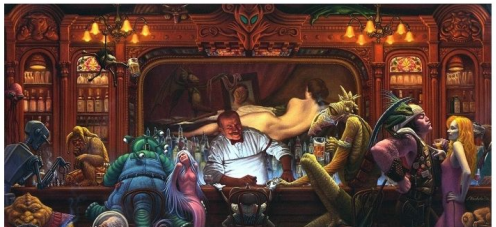
Code
Òscar Canales

Code
Raul Cano

Chaotic Evil

Chaotic Games, Evil business

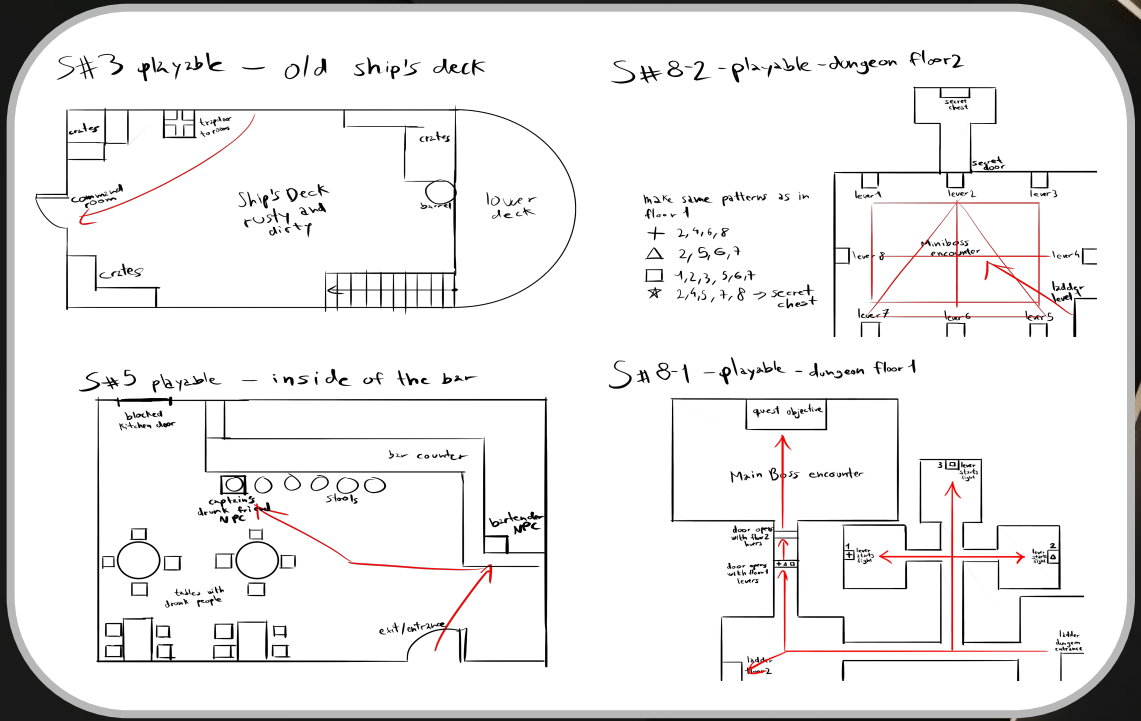
Characters



Environment

Mechanics and Design

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



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€

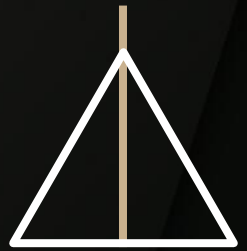
Licences

- 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%

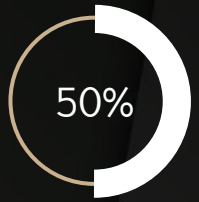
Salaries: partly covered

20%

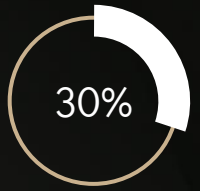
Publishing: Steam, Itch.io

5%

Profits



2€ royalty on 1st month



30% of all revenue after that

5.000 units expected to be sold on 1st month

50% of investment recovered

<u>Includes</u>

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?
ChaoticEvil@gmail.com
+34 646 46 58 52
ChaoticEvil.com