STEVEN LUCARNO DODDE L-Game Studios Dark Thaumaturgy

CONCEPT: A QUEST LIKE NO OTHER

GENRE: PC, CONSOLE PS, FREE TO PLAY

X STATEMENT: SAVE THE WORLD

DESCRIPTION: ADVENTURE GAME WHERE THE PROTAGONISTS MUST FIND THE RELICS OF NATAS (THE DARK WONDERWORKER) IN ORDER TO SAVE THE WORLD FROM A TERRIBLE THREAT.

KEY FEATURES:

VISCERAL COMBAT SYSTEM

EPIC GAME-PLAY

MODERNIZED CONTROLS

AUDIENCE: DARK THAUMATURGY IS AIMED AT THE PLAYER WHO PLAYED TRADITIONAL CONSOLE/ARCADE-STYLE ACTION GAMES. THE GAMEPLAY IS SUITABLE FOR ALL AUDIENCES, BUT IS PRIMARILY TARGET AT HUMANS AGES 8-30

COMPETITIVE ANALYSIS: PLATFORMER STYLE GAME-PLAY ARE UNIQUE

THE ASK: \$380K FOR FIRST PLAYABLE DEMO

THE RETURN: 5% OF THE TOTAL MARKET = \$ 6MILLIONS.

