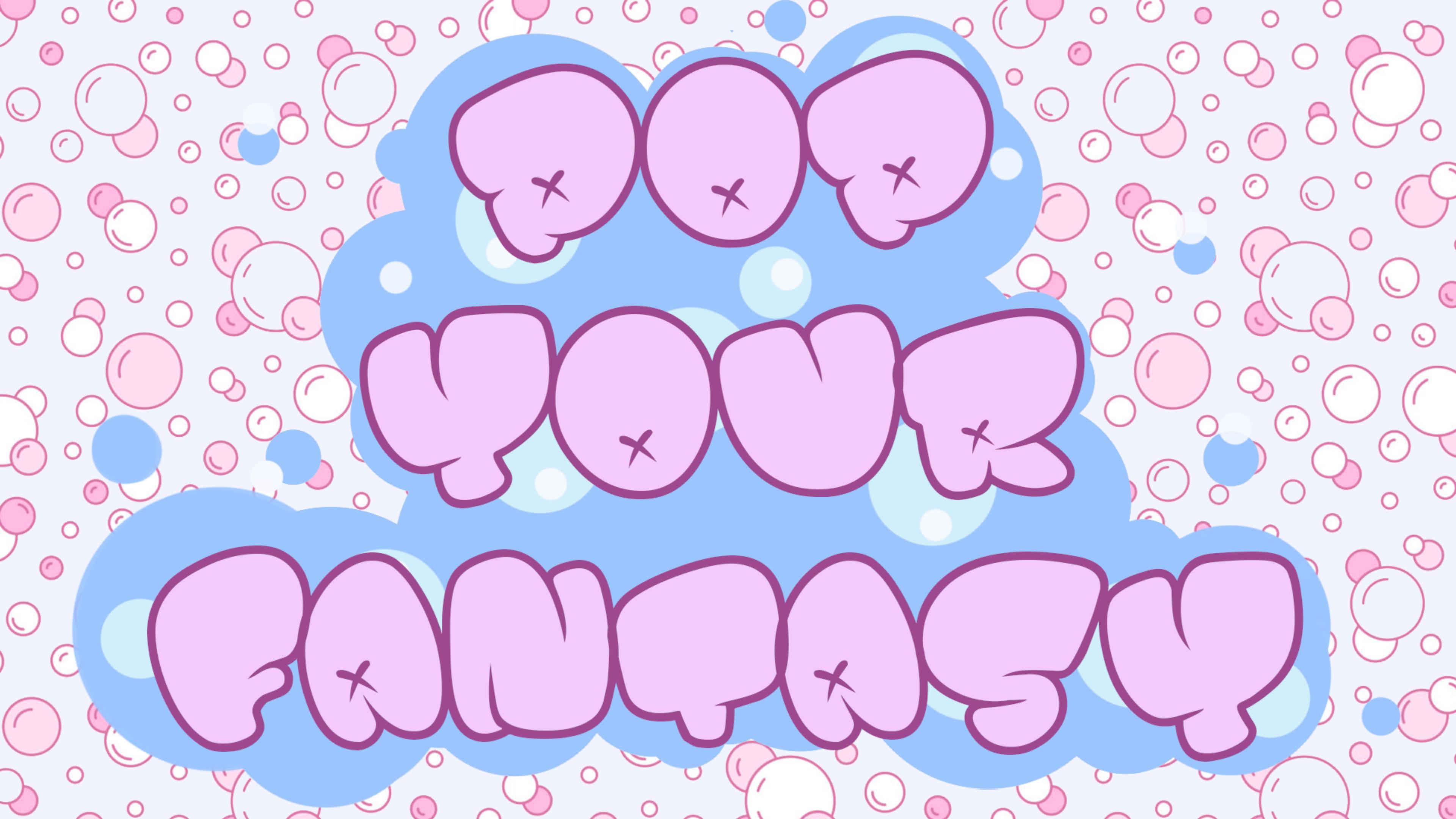
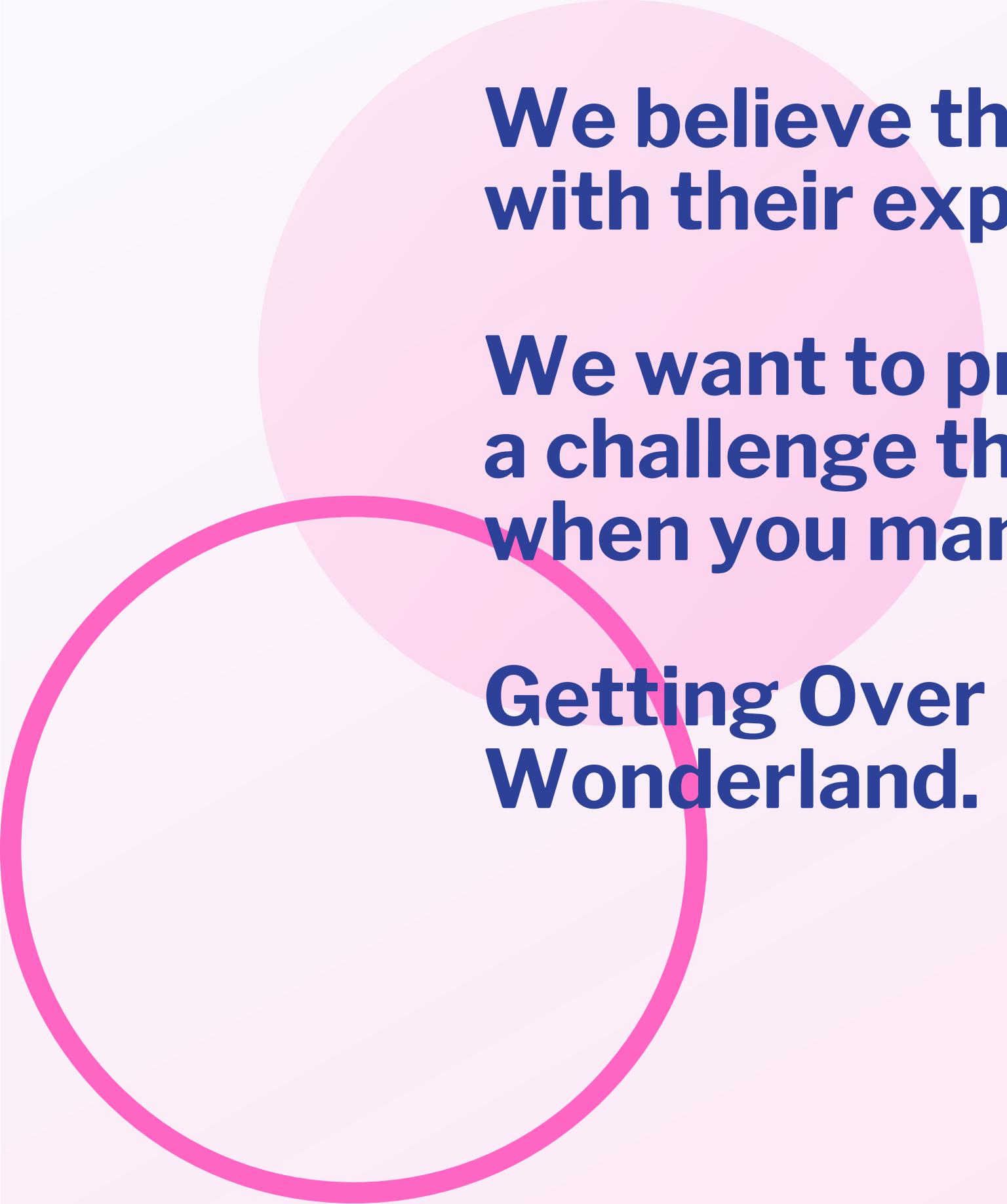


2017





**We believe that players have had it easy  
with their experience with platformers.**

**We want to provide them with  
a challenge that leaves a sweet taste  
when you manage to reach the finish line.**

**Getting Over It meets Alice in  
Wonderland.**

# GAME OVERVIEW



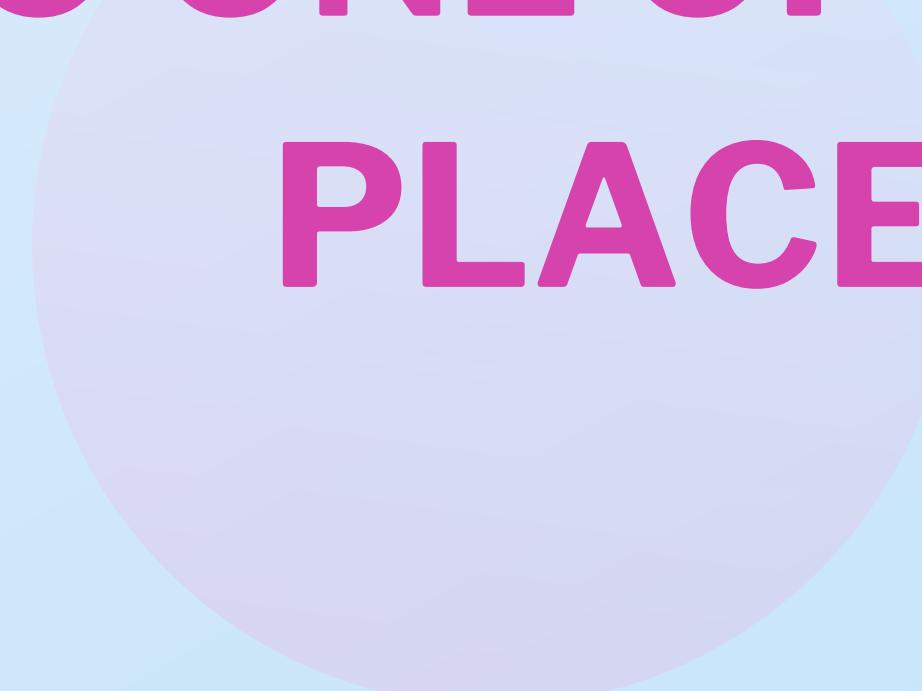
MEET AMY



**SHE'S ALWAYS GOT  
HER HEAD IN THE  
CLOUDS**



ALWAYS  
DAYDREAMING ABOUT  
MAGIC LANDS



**WHAT IF SHE FALLS  
THROUGH A PORTAL  
TO ONE OF THOSE  
PLACES?**

**WELCOME TO THE WORLD OF CICLES:  
AN ADVENTURE SET IN A COLOURFUL CANDY  
WONDERLAND.**

**THINGS MAY LOOK FRIENDLY, BUT THERE'S  
MORE THAN MEETS THE EYE.**

# INSPIRATION

# STORY AND VISUALS

## CHARLIE AND THE CHOCOLATE FACTORY



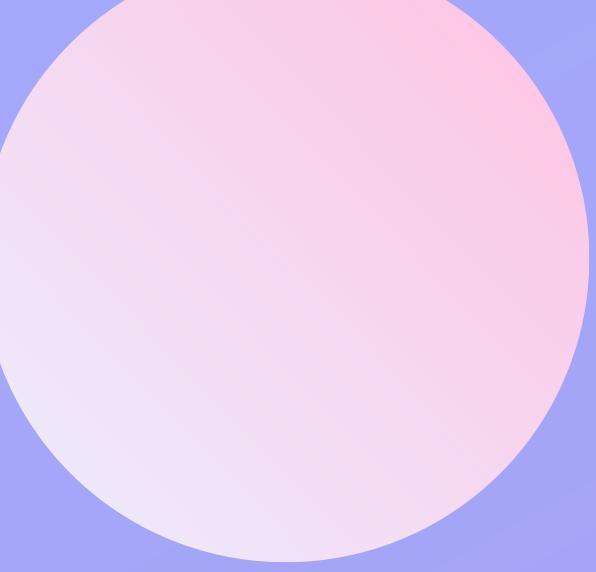
## ALICE IN WONDERLAND

## GAMEPLAY



GETTING OVER IT  
WITH BENNETT FODDY

# GAME MECHANICS AND FEATURES

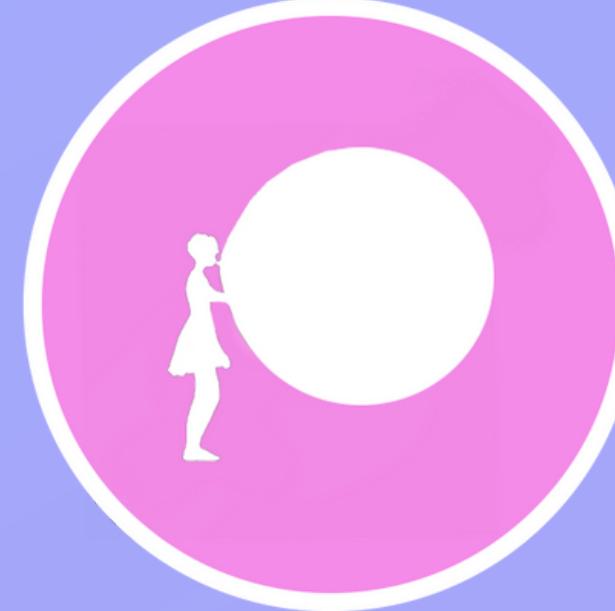


**Your imagination becomes stronger the more you progress.**

**In Amy's shoes you will gain fantastic abilities to help your journey back home.**

**In this pretty but insidious world your chewing gum will be your most prized ally.**

**ABILITIES**

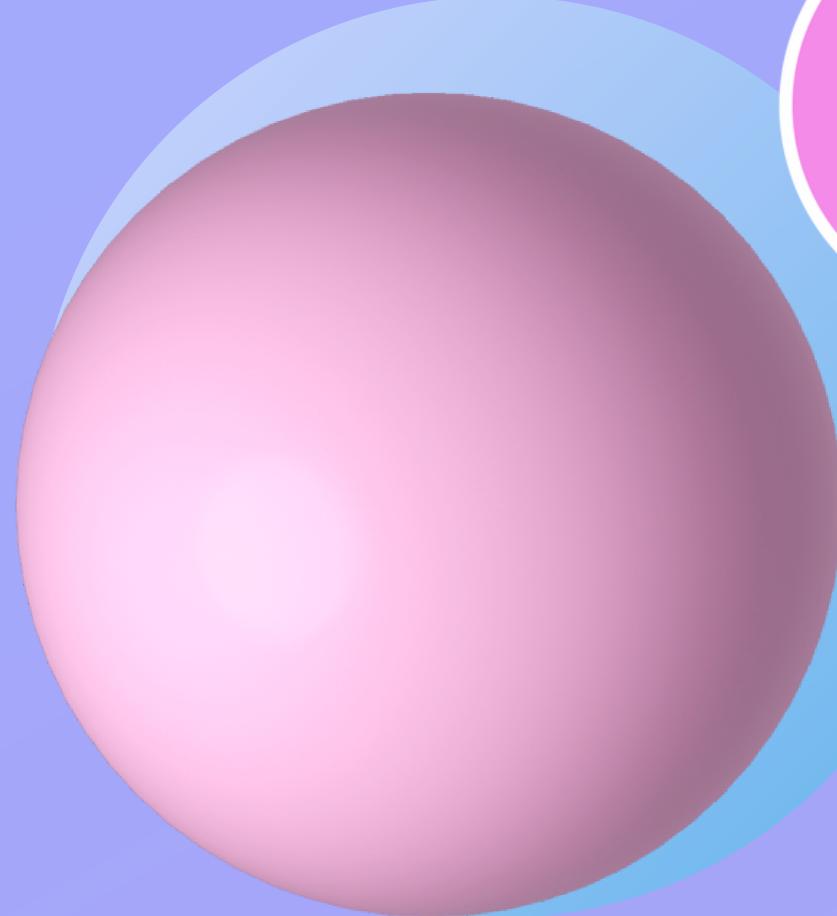


## **THE AIR BALLOON**

**Glide away from  
danger by blowing  
the biggest bubble  
you can.**



**THE REBOUND SHIELD**  
By equipping this,  
you'll gain immunity to one  
deadly attack.

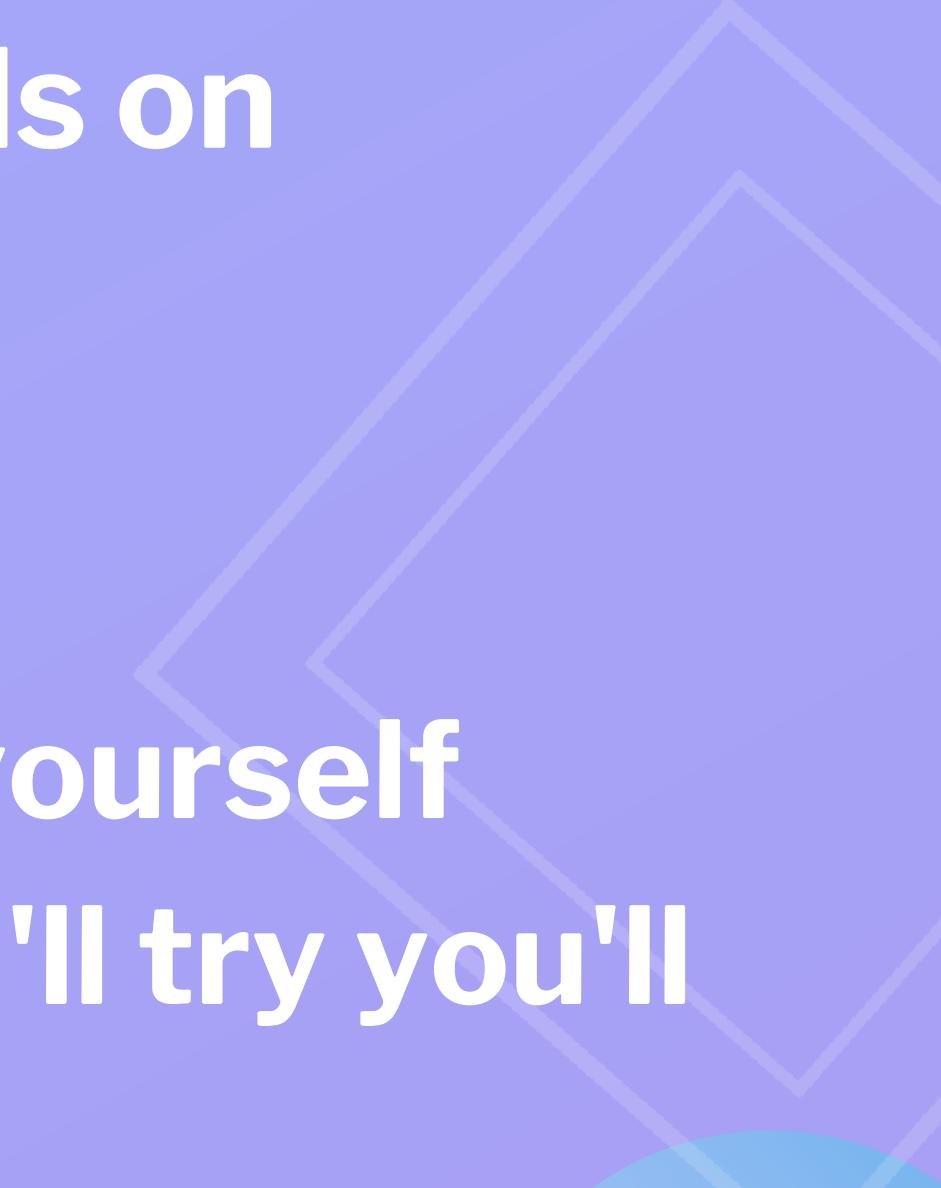


**THE BOUNCING BUBBLE**  
Throw a ball on the ground and  
jump on it to reach places you  
haven't even dreamed of yet.





**THE HAMMERPOP**  
A weapon made of  
hardened gum which'll stop  
any enemy that stands on  
your path.



**THE COPYGUM**  
Leave a sculpture of yourself  
behind. Next time you'll try you'll  
start from there.

# ENEMIES



# MARKET ANALYSIS

**BIGGEST COMPETITOR**

# **GETTING OVER IT**

**SOLD COPIES 2,167K**

**PRICE 7,99\$**

**RELEASE DATE 06/12/2017**

**PLAYTIME TOTAL 06:01 AVG**

## RELATED GENRES

# PLATFORMER

**GAMES WITH THIS TAG 3850**

**COPIES OWNED 412M**

**AVERAGE METASCORE 74.04%**

**AVERAGE PLAYTIME 04:22**

**AVERAGE PRICE 4,46\$**

## RELATED GENRES

**2.5D**

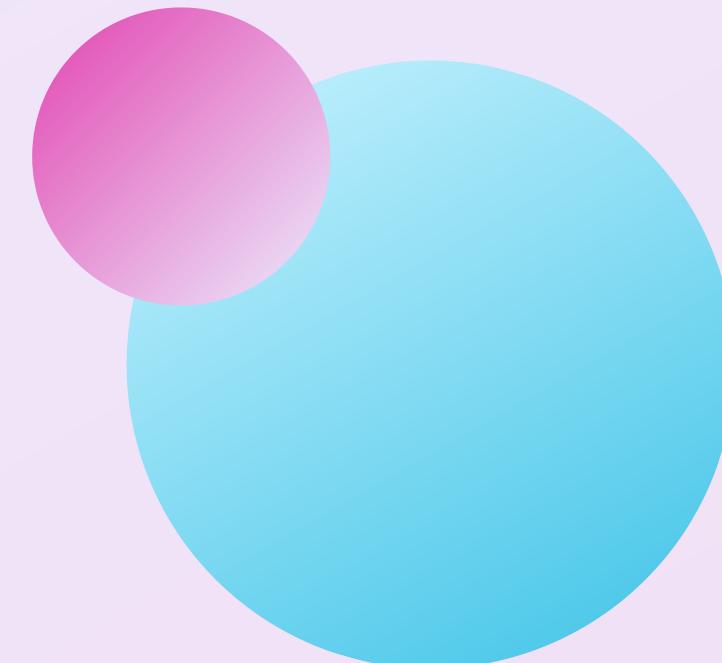
**GAMES WITH THIS TAG 655**

**COPIES OWNED 61M**

**AVERAGE METASCORE 74.38%**

**AVERAGE PLAYTIME 05:47**

**AVERAGE PRICE 4,46\$**



# TIMELINE

10th September 2021

**PROJECT START**

10th December 2021

**ALPHA**

20th March 2022

**BETA**

25th May 2022

**SUBMISSION**

1st July 2022

**LAUNCH**

## MARKETING INITIATIVES



**THE BERRY BLASTER**  
A missil launcher ready to  
blow things up.

# BUDGET

## **DEVELOPMENT COSTS**

**ART: 30.450€**

**PROGRAMMING: 40.600€**

**DESIGN & PRODUCTION: 20.300€**

**PLAYTESTING: 5.000€**

**SOUND: 5.000€**

**15% CONTINGENCY = 15.200€**

**TOTAL: 116.500 €**

# SALES TO BREAK EVEN

AT 2,99€: 39K

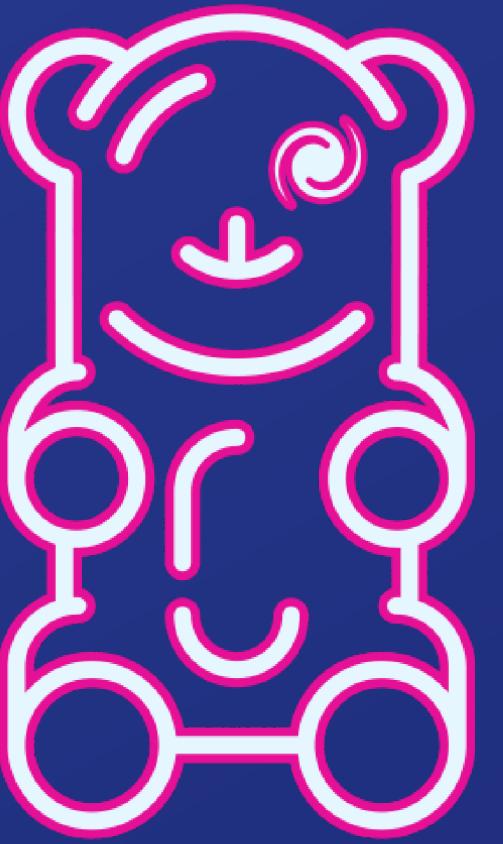
AT 4,99€: 23.4K

AT 6,99€: 16.7K

**HAVE YOU GOT A SWEET TOOTH?  
WANT MORE OF CICLES?  
THEN THIS IS YOUR OWN CANDY  
WONDERLAND!**

# **BEYOND THE LAUNCH**

- NEW WORLDS
- LEVEL EDITOR
- LEADERBOARDS (TIME /POINTS)



MEGAGALACTIC  
GUMMY BEARS

# IL NOSTRO TEAM



Giovanni Blangiardi

*Game Designer +  
Programmer*



Enrico D'Oro

*Programmer +  
Sound Designer*



Diego Marino

*Producer +  
Programmer*



Simone Restivo

*3D Artist +  
Community Manager*



Nicola Retta

*3D Artist +  
Animator*



Alessandro Salvatore

*Level Designer +  
Programmer*



**TITLE** CICLES

**GENRE** PLATFORMER

**PLAYERS** SINGLE PLAYER

**PLATFORMS** WINDOWS PC, MAC

**DEVELOPERS** MEGAGALACTIC GUMMY BEARS