

~~KLEPTOMANIAC~~
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ELEVATOR PITCH

HOW MANY TIMES HAVE YOU SEEN IT? A GOOFY BAD GUY, USUALLY A LOSER, THAT FINALLY DISCOVERS HIS HEROIC SIDE? WELL, WE DON'T WANT ANY OF THAT! WE WANT TO GIVE YOU AN EXPERIENCE WHERE, WITH YOUR HELP, EVEN THE COMIC RELIEF VILLAIN CAN BECOME A TRUE EVIL GENIUS!

NOW IMAGINE THIS SCENARIO IN A WORLD OF ANTHROPOMORPHIC ANIMALS, WITH A COOL STEALTH GAMEPLAY WHERE YOU CAN BUILD FREELY YOUR OWN STRATEGY.

WHAT WE'RE SAYING IS: IMAGINE PLAYING A VERSION OF "ANIMAL CROSSING" WHERE YOU CAN GO AROUND STEALING THE WORLD'S MOST FAMOUS PIECES OF ART.

THEFT IS A FOXES' JOB. OR IS IT?

SYNOPSIS

YOINK, A GOOFY LITTLE PIG, LEADS A MISERABLE LIFE: WITHOUT A JOB, REJECTED FROM SCHOOL AND CLOWNED BY THE REST OF HIS PEERS. THE WORLD SEEMS TO HAVE TURNED ITS BACK ON HIM.

IS THIS REALLY IT FOR THE DUMB LITTLE PIG? IS THERE NO WAY FOR HIM TO TURN HIS LIFE AROUND? SO IT SEEMS... UNTIL HE STUMBLES ACROSS A BREAKING NEWS: THE GREAT MISTER X, THE UNCATCHABLE THIEF, WAS FINALLY CAPTURED! EVERYONE WONDERS: CAN SOMEONE BE AS GREAT AS HIM OR EVEN SURPASS THE GREAT THIEF?

YOINK HAS NO DOUBT: THIS IS HIS CHANCE. A CHANCE TO SHOW HE IS NOT STUPID - MAYBE JUST A LITTLE SLOW - BUT REGARDLESS AN OPPORTUNITY TO PROVE HIS WORTH. HE WILL DO IT. HE WILL BECOME NOT JUST AN ART THIEF. BUT THE GREATEST OF THEM ALL.

FOLLOW HIM AS HE EMBARKS ON A JOURNEY TOWARDS HIS OBJECTIVE, HELPED BY A SLY FOX - A BLACK MARKET HANDLER THAT SEES THE SIMPLETON AS AN EASY CASH COW.

WILL HE REALLY MAKE IT? MAYBE WITH YOUR HELP..

INSPIRATIONS



ROBBERY BOB

GAMEPLAY AND MECHANICS

ANIMAL CROSSING

ART AND VISUALS



GAME MECHANICS - STEALTH

MOVE AS SILENTLY AS POSSIBLE AND
EXPLORE THIS MAZE-LIKE MUSEUM.

USE THE OBJECTS TO HELP YOURSELF IN
MANY WAYS: DISTRACT POLICEMEN,
DEACTIVATE CAMERAS AND MUCH MORE!
HANDLE THEM FOLLOWING YOUR STYLE!

DO YOUR BEST TO GO TO THE FINAL
ROOM AND STEAL YOUR MAIN TARGET,
BUT DON'T FORGET TO LOOK AROUND
FOR OTHER TREASURES!



GAME MECHANICS – ESCAPE

NOW, EVERY ENEMY KNOWS YOUR LOCATION. YOU HAVE TO SWITCH FASTLY AND TO THINK QUICKLY: YOU NEED TO GET OUT OF THIS MUSEUM AS SOON AS POSSIBLE AND AVOID THE ENEMIES, SO THAT THEY CANNOT ARREST YOU.

IN THIS WAY, YOU'LL BE ONE STEP FURTHER TO BE THE SMARTEST ART THIEF EVER!



PROTAGONIST

YOINK, A SILLY PIG WHO ISN'T ABLE TO INTEGRATE HIMSELF IN THE SOCIETY IN WHICH HE LIVES. HE ALSO ADMIRES MISTER X, A FAMOUS ART THIEF, TO THE POINT THAT HE WANTS TO BECOME LIKE HIM, OR EVEN BETTER.



ENEMIES

- CAMERA



IF YOU'RE GOING TO ROB A MUSEUM, OF COURSE YOU'LL FIND SOME SURVEILLANCE CAMERAS WAITING FOR YOU TO SHOW!

STUDY THEIR PATTERN, WAIT THE RIGHT MOMENT AND RUN PAST THEM TO AVOID TRIGGERING THEIR ALARM, SINCE IT WILL WARN A GUARD NEARBY.

THEY PARTICULARLY HATE EMP IMPULSE, SO MAYBE BRINGING A EMP REMOTE WITH YOU MAY BE A GOOD IDEA!

ENEMIES

- GUARDS



THERE IS NO MUSEUM WITHOUT A WELL-TRAINED GUARD SERVICE. THESE DOGS WILL PATROL ALMOST EVERY INCH OF THE STRUCTURE AND ACTIVELY REACT TO EVERYTHING THAT THEY WILL CONSIDER DANGEROUS.

THEY WON'T HESITATE IN CHASING YOINK IF THEY NOTICE HIS PRESENCE AND SINCE THEY ARE NOT VERY FAMOUS FOR BEING NICE CUTE PUPPIES, YOU MIGHT WANT TO AVOID GETTING CAUGHT.

HOWEVER, YOINK HAS SOME TRICK UP HIS SLEEVE: HE CAN DISTRACT THEM USING A WALKMAN TO GIVE AWAY A FAKE POSITION OR HE CAN PUT THEM TO SLEEP FOR A LITTLE WHILE THANKS TO HIS BLOWGUN.

OBJECTS

- BLOWGUN

A BIG FAT DOG IS CLOSE TO GRABBING YOU IN ORDER TO SEND YOU TO STATEN ISLAND? USE THE BLOWGUN TO PUT HIM TO SLEEP!



- WALKMAN

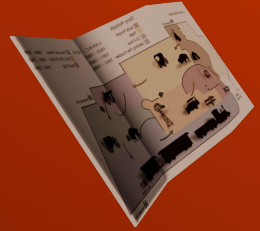
TOO MANY GUARDS ON YOUR WAY? THE ROAD IS TOO CROWDED? LEAD THE BIG FELLAS AWAY USING SOME MUSIC TO GIVE AWAY A FAKE POSITION!



OBJECTS

- MAP

SOMETIME FINDING THE WAY CAN BE TOO DIFFICULT IN THESE MAZE-LIKE MUSEUM. USE THE MAP OF A FELLOW THIEF, HOPING YOU CAN HAVE A BETTER OUTCOME THAN HIM.



- EMP REMOTE

CAMERAS CAN BE A REAL NUISANCE SOMETIMES. USE THIS OBJECT TO DISABLE THEM FOR A LITTLE WHILE!



- TORCH

LIGHT UP THE NIGHT USING THIS ITEM! THE DARK ROOM HAVE NO MORE SECRETS!



TARGET AUDIENCE

GRAPHIC STYLE AND GENRE ARE SUITED FOR PLAYERS LOOKING FOR A FUNNY AND CUSTOMIZABLE CHALLENGE, DEPENDING ON THEIR ITEMS, STRATEGY AND ABILITY.

SIDE QUESTS WILL HELP IN THIS AIM: PLAYER WILL NEED TO TAKE A LOOK AROUND HIS PATH, WATCHING NOT ONLY FOR OBSTACLES BUT ALSO FOR SOME PRECIOUS TREASURES THAT WILL ENSURE A FAIR EXTRA REWARD IF THE LEVEL IS COMPLETED SUCCESSFULLY.

OTHER SIDE QUESTS WILL GIVE AN EXTRA CHALLENGE TO PLAYERS, FORCING THEM TO CHANGE THEIR PLAYSTYLE AND ADAPT TO SOME REQUESTS.

TO SUM UP, EVERY PLAYER CAN HAVE HIS OWN CUSTOM EXPERIENCE WITH OUR GAME, AND BEING REWARDED FOR THEIR CREATIVITY AND SKILL.

OUR TEAM: OPTIC ALLIANCE



FABIO CIELO

- VISUAL ARTIST
- ANIMATOR



GIOVANNA DI BENEDETTO

- PRODUCER
- SOUND DESIGNER



ALESSANDRO GANINO

- LEVEL DESIGNER
- QA



FEDERICO REDAVID

- GAME DESIGNER
- NARRATIVE DESIGNER



GIULIO SUNDER

- GAME PROGRAMMER
- UI DESIGNER



ALESSANDRO VANELLA

- GAME PROGRAMMER
- LEVEL DESIGNER

COMPETITORS - BENCHMARK ANALYSIS



HELLO NEIGHBOR

- DEVELOPED BY DYNAMIC PIXELS
- WINDOWS, XBOX ONE, NINTENDO SWITCH, PLAYSTATION 4
- OVER 2M COPIES SOLD (INCLUDING SPINOFFS)
- META SCORE: 38%
- AVERAGE PLAYTIME: 9 HOURS
- PRICE: 29,99 €



A HOUSE OF THIEVES

- DEVELOPED BY KUCKI
- PLATFORMS: WINDOWS
- OVER 10K COPIES SOLD
- STEAMDB SCORE: 83%
- AVERAGE PLAYTIME: 8 HOURS
- PRICE: 10,99 €

MARKETING AND EVENTS

MILANO GAMES WEEK

TORINO COMICS

COLONIA GAMESCOM

TORINO
COMICS



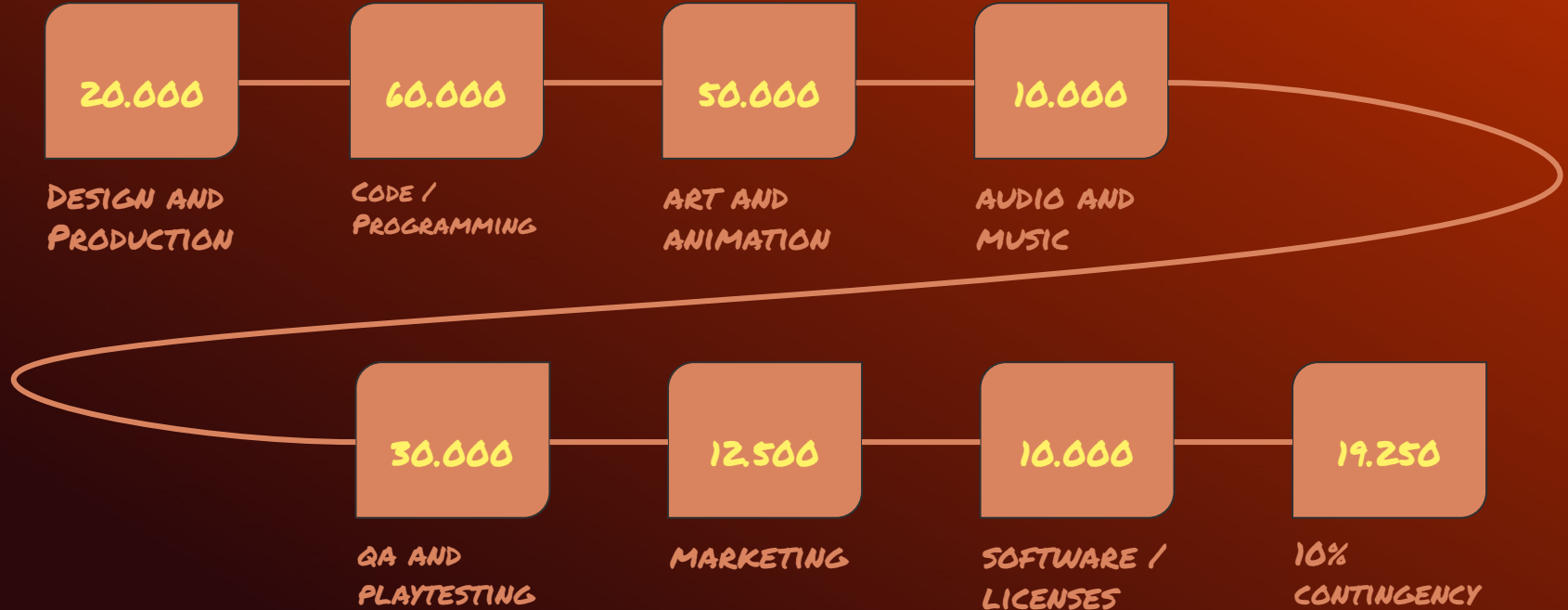
GAMES
WEEK

UPGRADE
YOURSELF.

TIMELINE



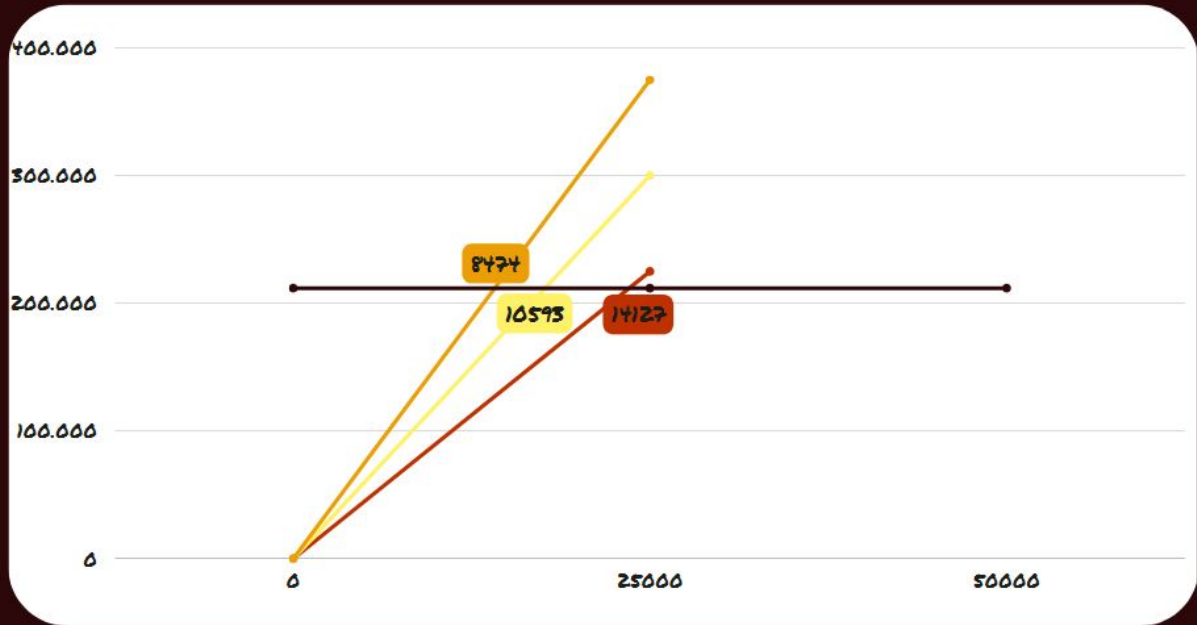
BUDGET



TOTAL: 211 750 €

BREAK-EVEN POINT

CASH RECEIPTS (€)



COPIES SOLD



14,99 €



19,99 €



24,99 €



BEP

FINAL RECAP

- TITLE: KLEPTOMANIAC
- GENRE: STEALTH, 3D, STRATEGIC
- PLAYERS: SINGLE PLAYER
- PLATFORMS: PC
- TARGET: CASUAL GAMERS
- RELEASE: SUMMER 2024
- PRICE: 19.99 €

**THANKS FOR YOUR
ATTENTION!**