



Team Peach



VIRTUAL EPIDEMIC

WWW.PEACHGAMES.COM



DREAMS OF PRISONERS

In which world would you prefer to live: real or virtual?
Although the answer might seem obvious, we know that these
two worlds have become intertwined to the point where
distinguishing them can be difficult.

No black or white, but an enormous shade of gray.
Get ready to make a choice within a vibrant university setting
filled with puzzles, between a virtual world spreading like an
epidemic and a real world that has very little left to offer.

Choose you reality.



THE GOAL

Save the world





THE STORY

An epidemic has swept through the university, students and professors are lost in a virtual world through their headsets; the real world is changing: everything's in black and white, and sounds are distorted.

Investigator Gastani Frinzi is called in to solve the mystery behind this epidemic before it's too late.

In the end, Gastani Frinzi will have to enter the virtual world to save everyone.

But will he manage to get out, or will he choose to stay there too?



INSPIRATION



MOOD



AESTHETICS



DESIGN



MOOD

01

Lore collectibles

02

Zombies





DESIGN

01

Top-down perspective

02

Puzzles





AESTHETICS

01

Graphical evolution

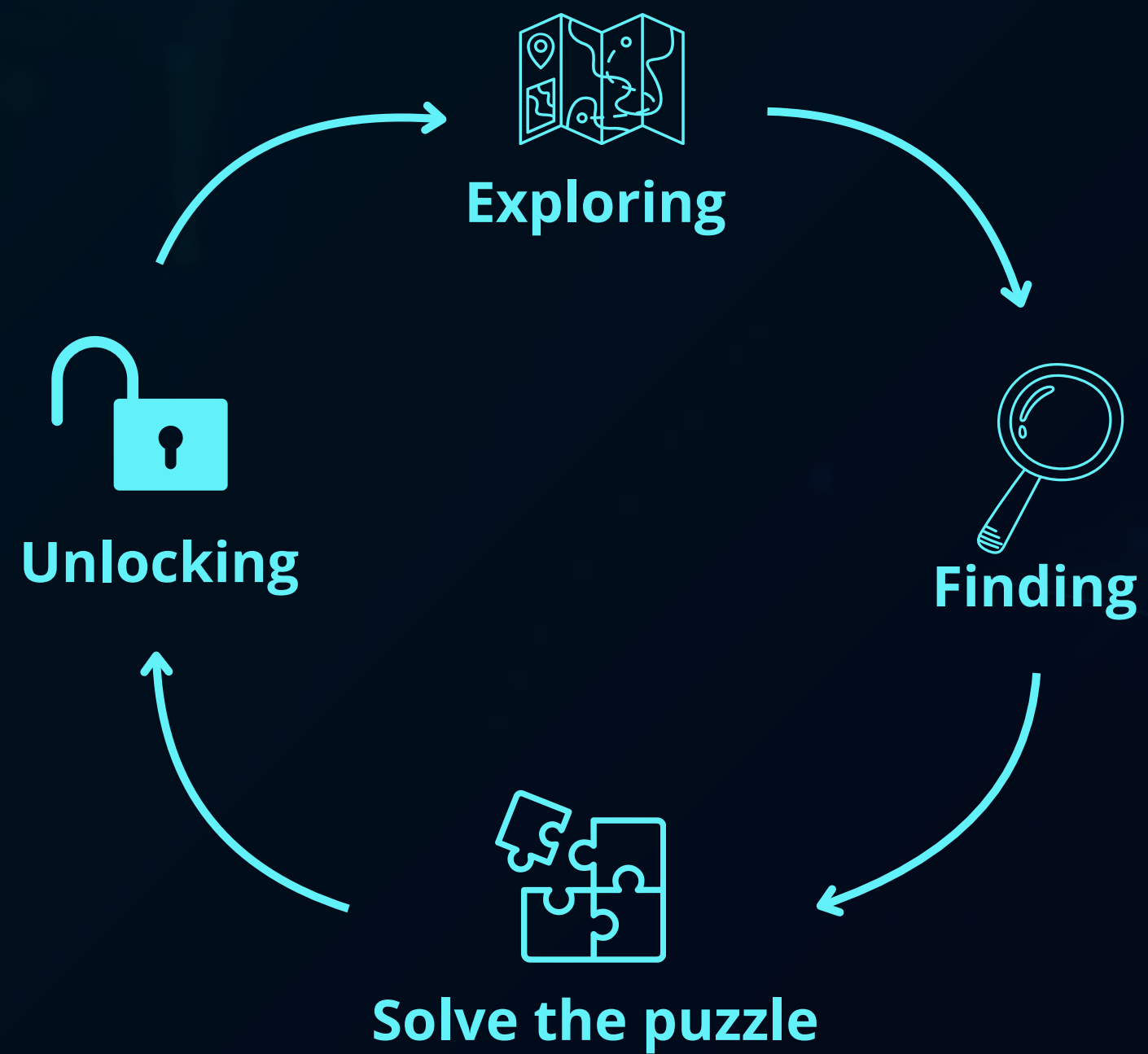
02

Variety of styles





GAME LOOP



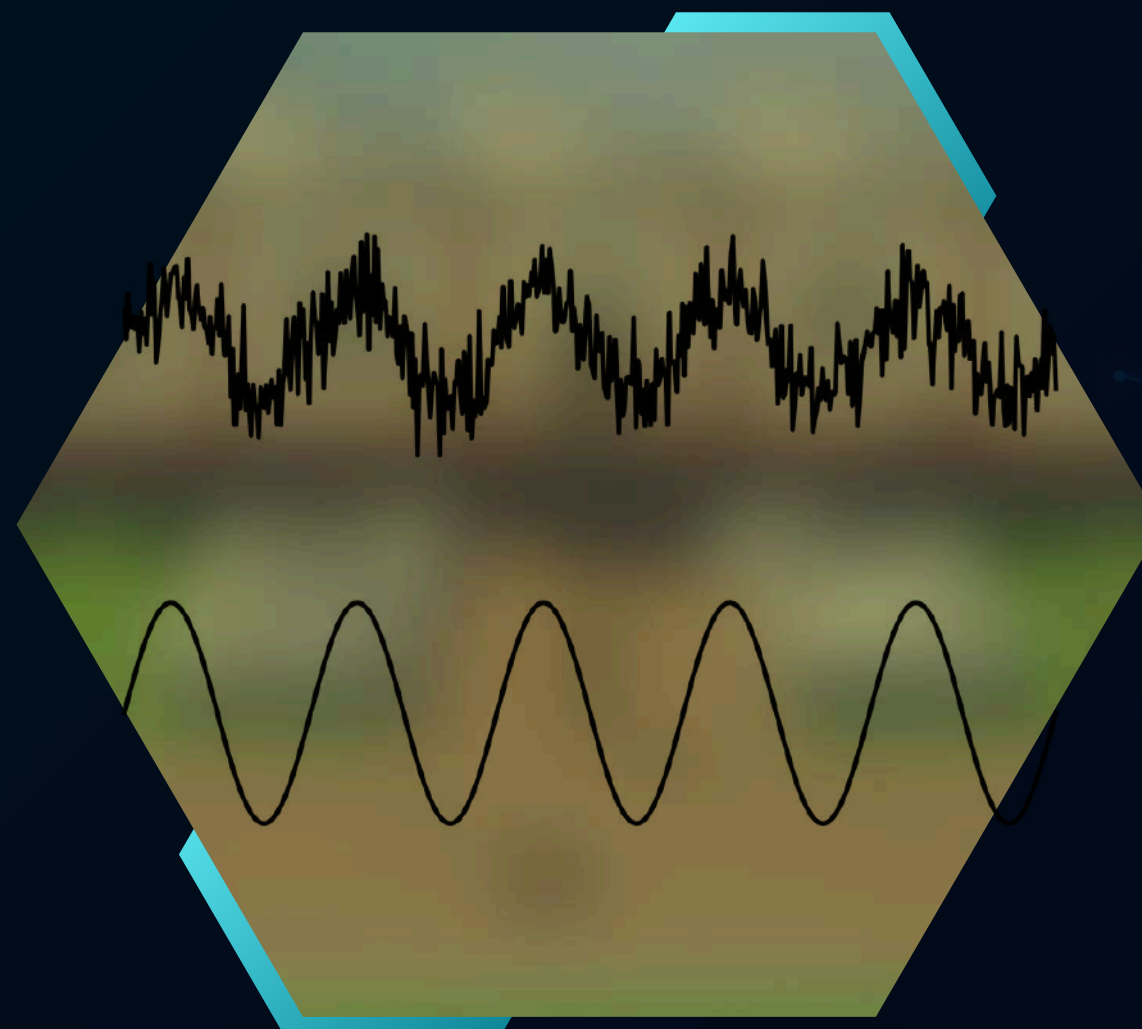


A GAME THAT EVOLVES



Black and white to Color

Distorted to clear sound

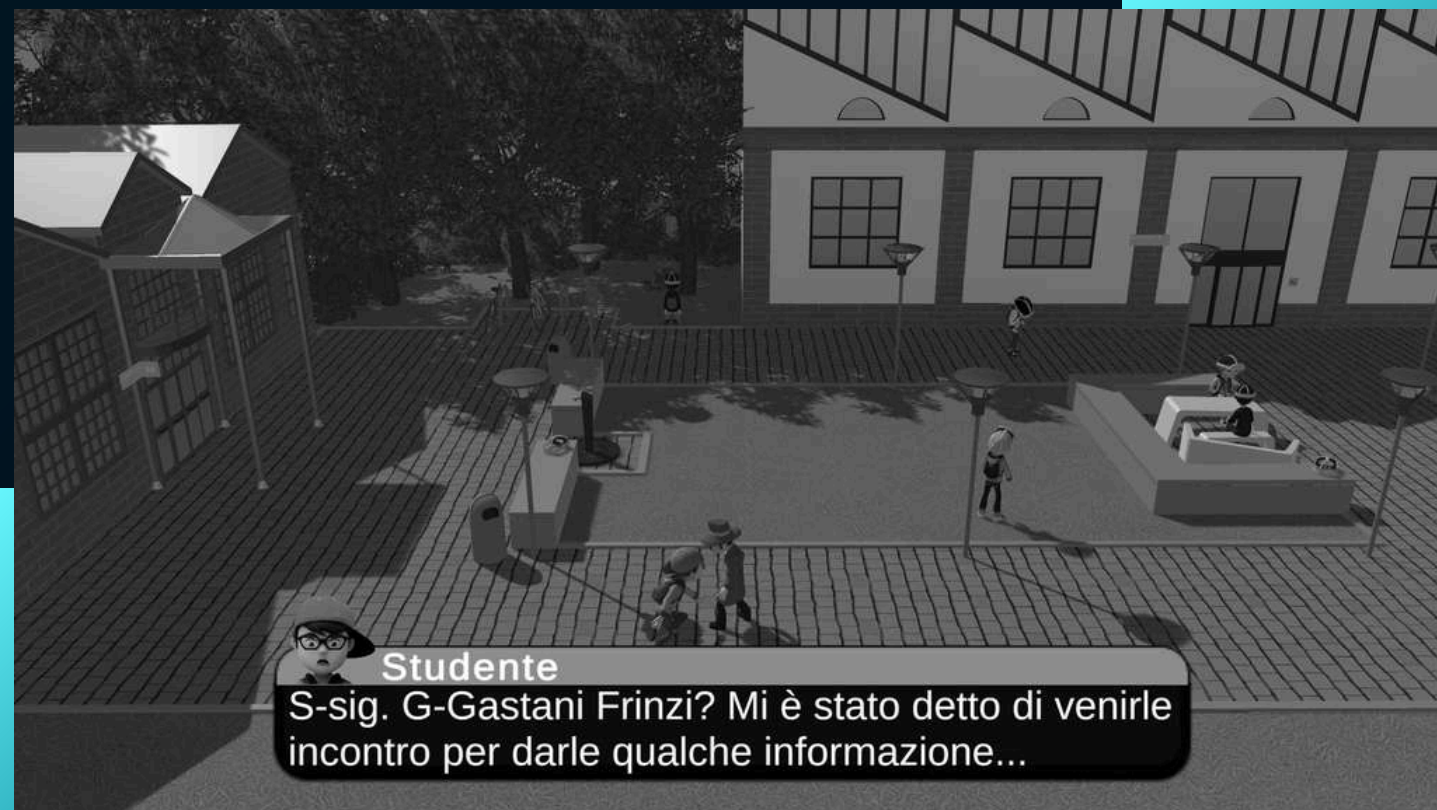


Top-down to first person



MECHANICS

Explore the infected university



TALKING WITH NPCS



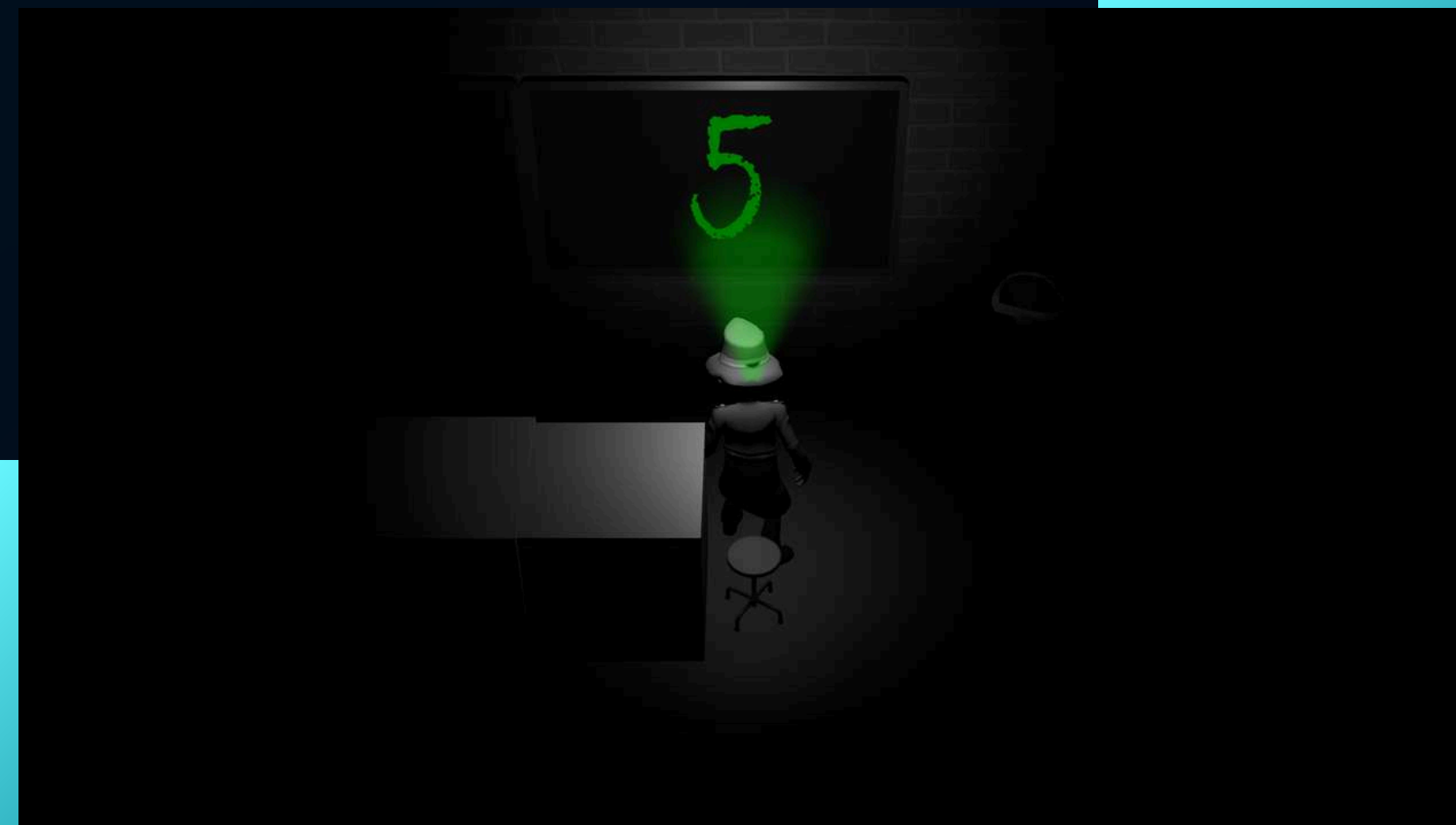
MANAGEABLE INVENTORY



MECHANICS

Use unique items

The camera illuminates in red, green, blue, or normal light while the world stays black and white. Use this to reveal hidden information and clues to progress.



COLOR CAMERA MECHANIC



MECHANICS


Use unique items

Sound distortion zones block navigation. Use an audio recorder: record your voice to capture frequencies from scattered papers and playback to bypass these zones.











AUDIO RECORDER MECHANIC






Inventory


















Audio Recorder


An audio recorder is a device or software that captures and stores sound by converting acoustic waves into electronic signals.



Audio Inventory







Track 01

An audio track

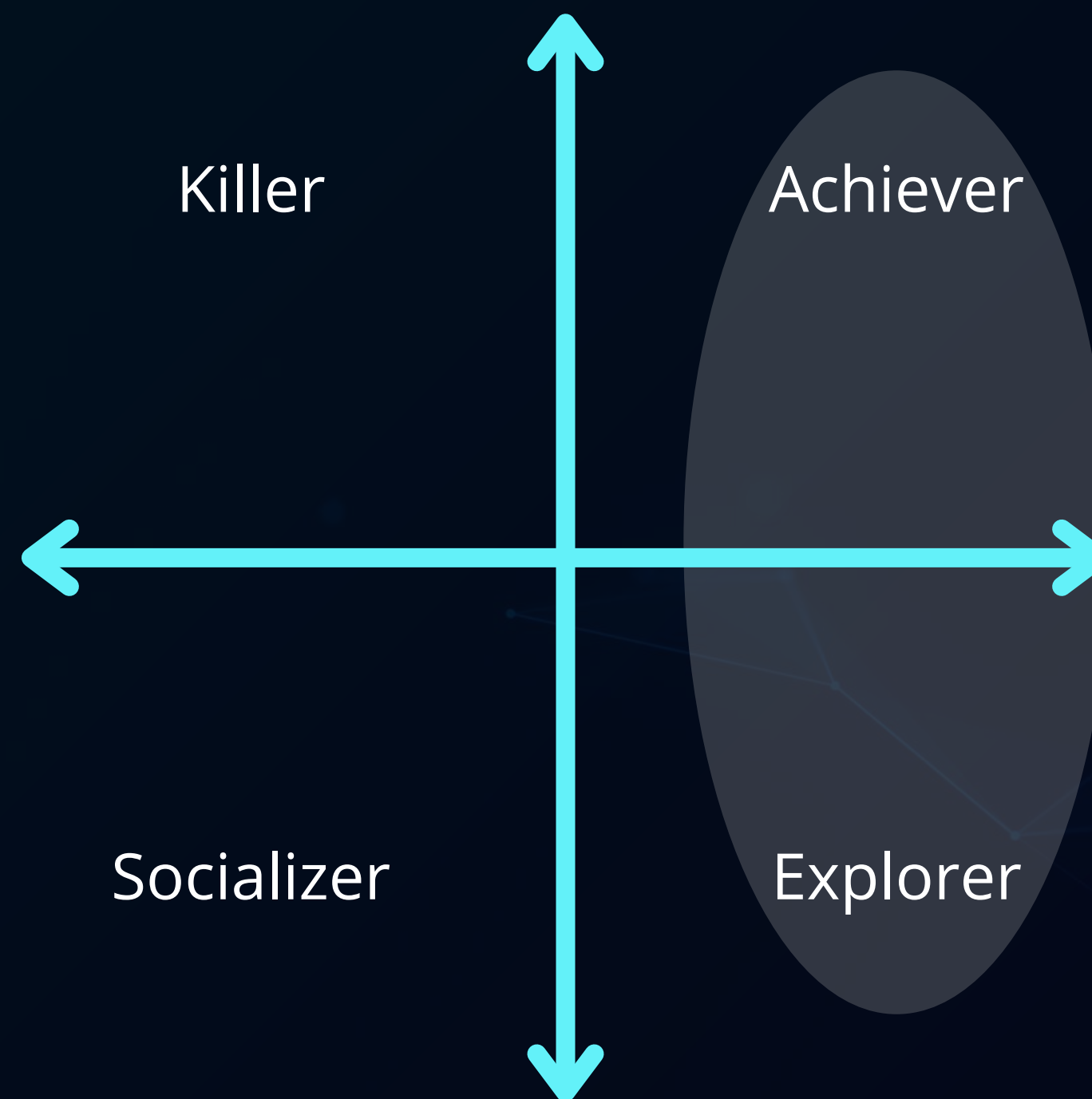
Play

Set





TARGET





BENCHMARK ANALYSIS



Developer: Shiro Games

Platform: Nintendo Switch, Android, PlayStation 4, Xbox One, Microsoft Windows, Linux, iOS, macOS, Mac OS Classic

Release Date: 4 apr 2013

Metascore: 83%

Price: €9.99

Sales: 493k

Average playtime: 4 hours

*VG Insight Data



BENCHMARK ANALYSIS



Developer: Freebird Games

Platform: Nintendo Switch, _Android, _Microsoft Windows, _Linux, _iOS, _macOS

Release Date: Sep 7 2012

Metascore: 96.3%

Price: €9.99

Sales: 1,8m

Average playtime: 3,6h

*VG Insight Data



PROJECT TIMELINE

PROCESS

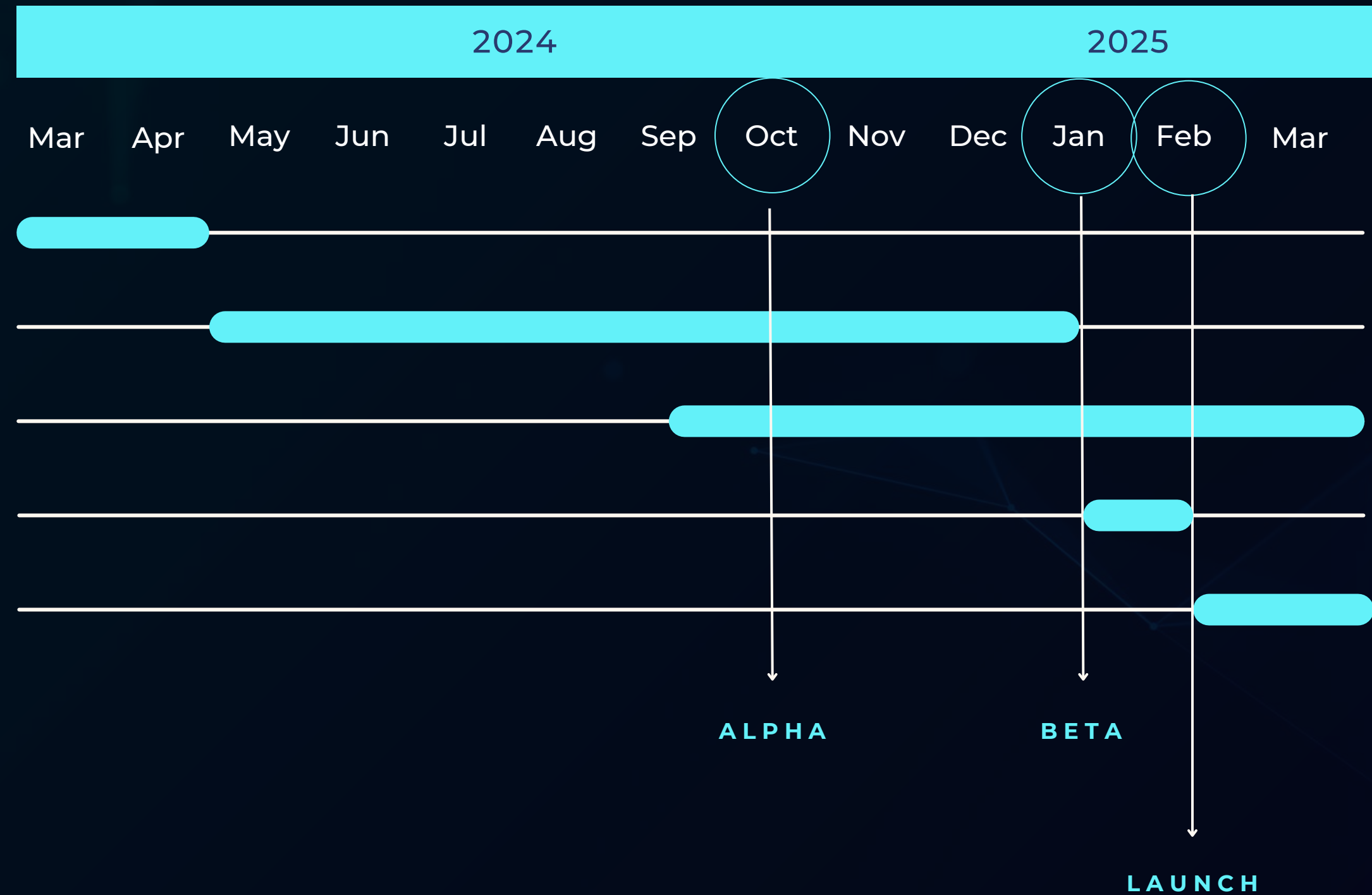
Pre-Prod

Production

Marketing

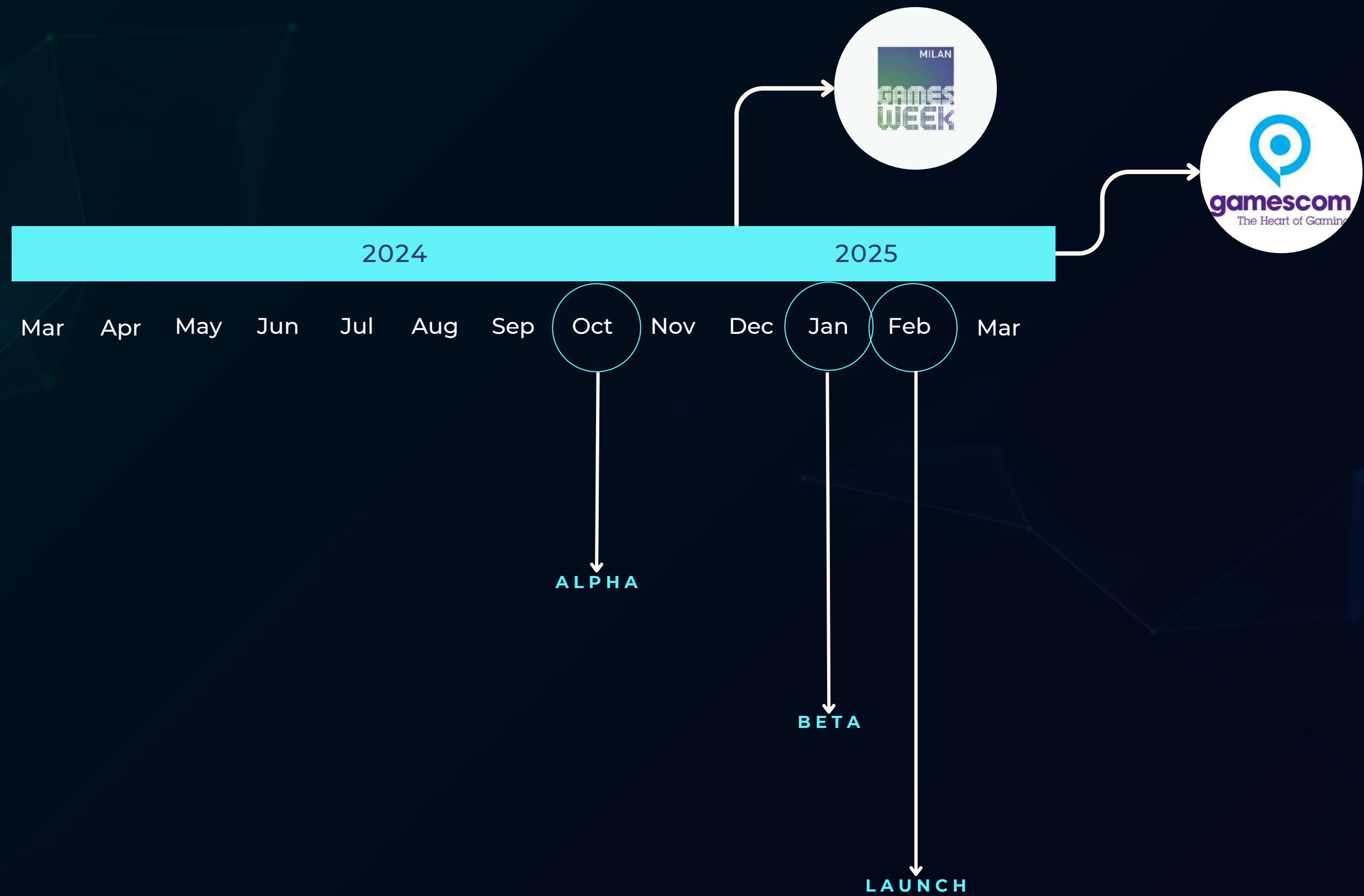
Polish

Maintenance





MARKETING





FUTURE OF THE PROJECT

FEB 2025



LAUNCH

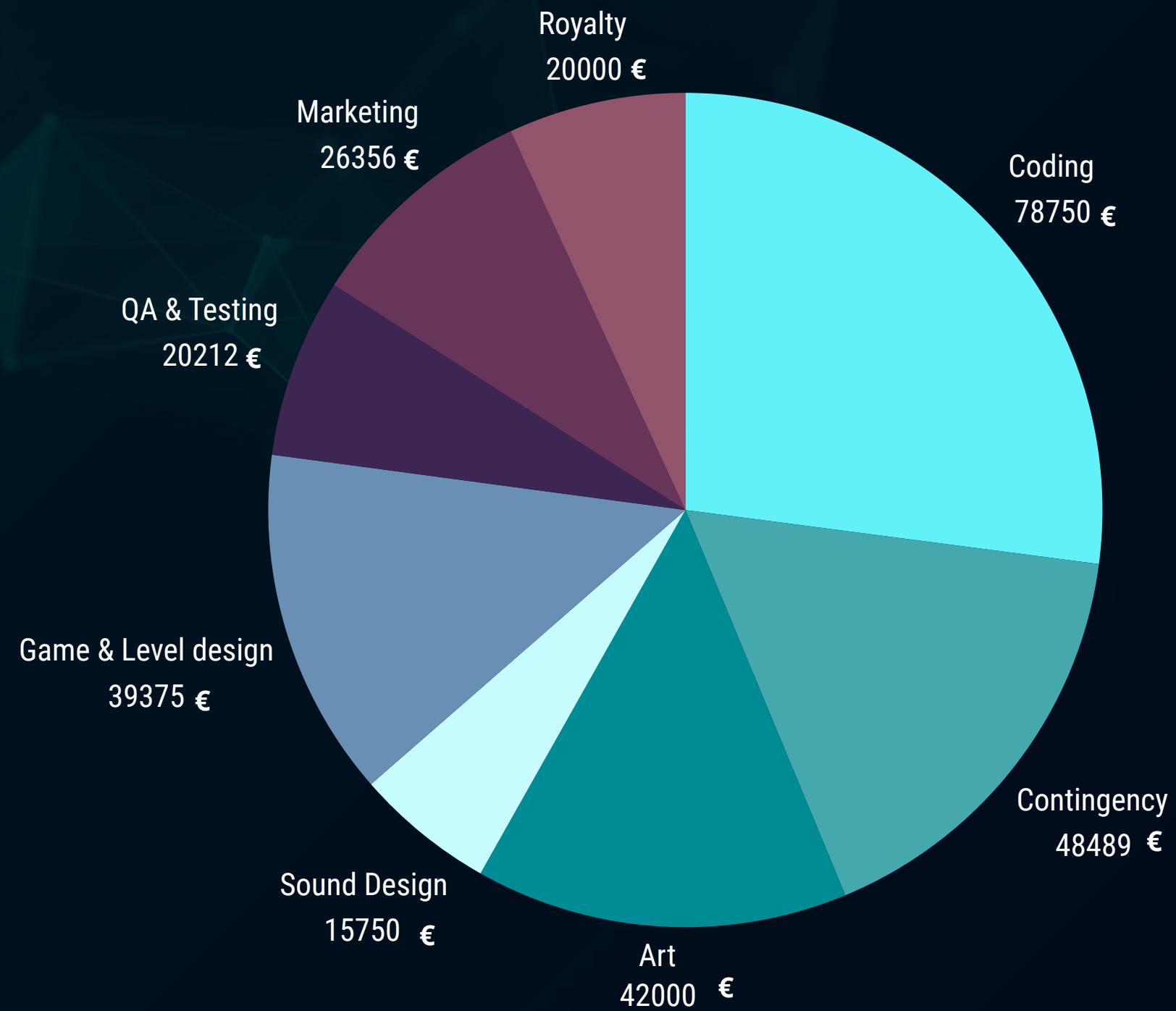
MAINTENANCE

ADDITIONAL
PLATFORMS

SEQUEL



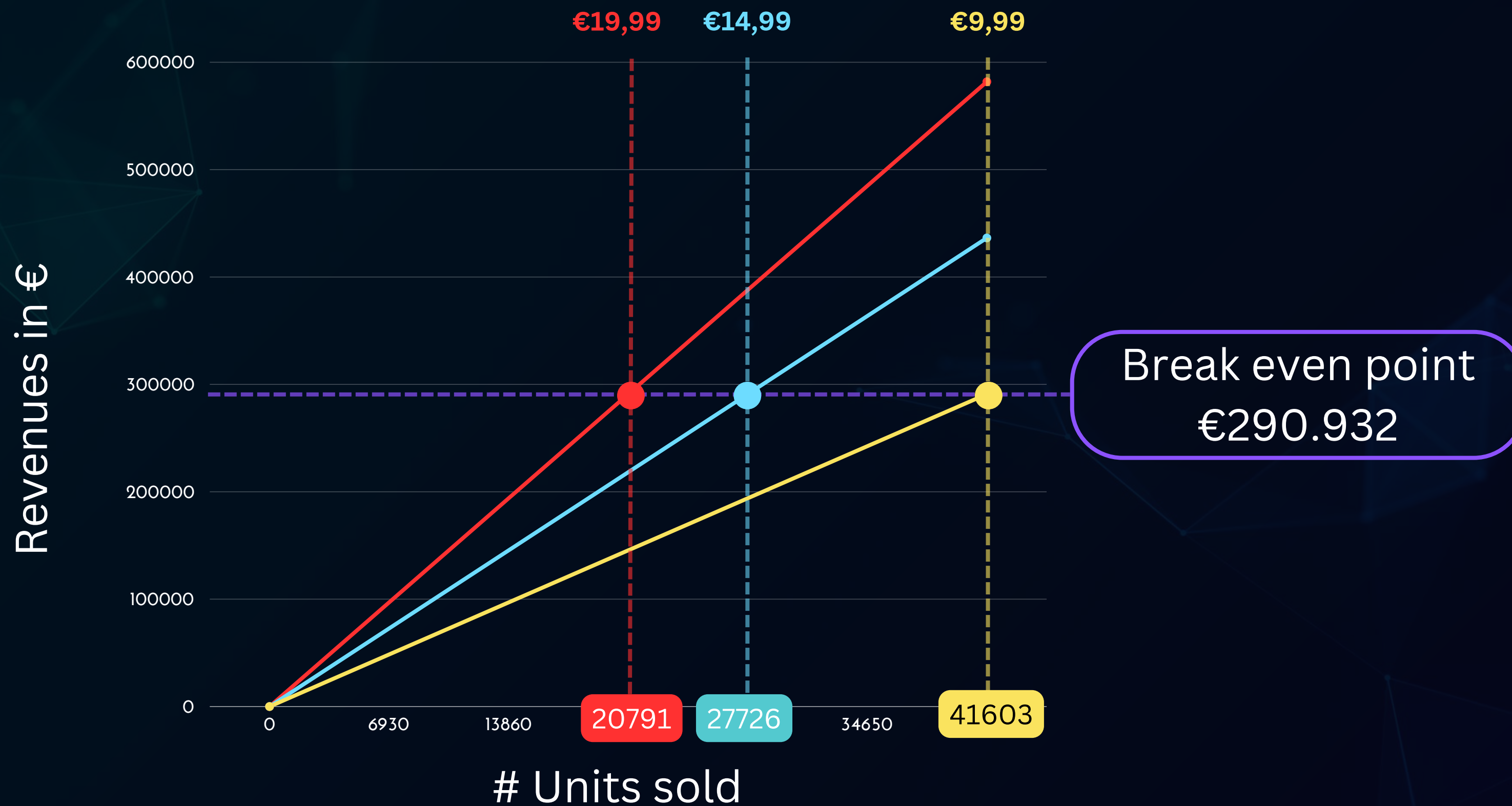
BUDGET



TOTAL:
290 932€



BREAK EVEN POINT





SUMMARY

Genre: Adventure, Puzzle, Mystery

Game mode: Single player

Platform: PC (Win and MacOS)

Average playtime: 4 hours

Release: February 2025

Price: €14.99

TEAM



Francesco Cantiello

Lead programmer
QA



Andrea De Luca

Project manager
Game designer
Lead Visual artist
Programmer



Fabrizio Farolfi

UI Designer
Producer



Luca Secco

Visual artist
Animator



Giorgio Spegis

Sound designer
QA



Giorgio Lacidogna

Game Designer
Level designer
Narrative Designer

THANKS FOR YOUR ATTENTION

