



Solar Bloom

An isometric puzzle game set in a cosy
solarpunk city, harness the power of
the artificial sun and the ever-glowing
moon to explore the city!

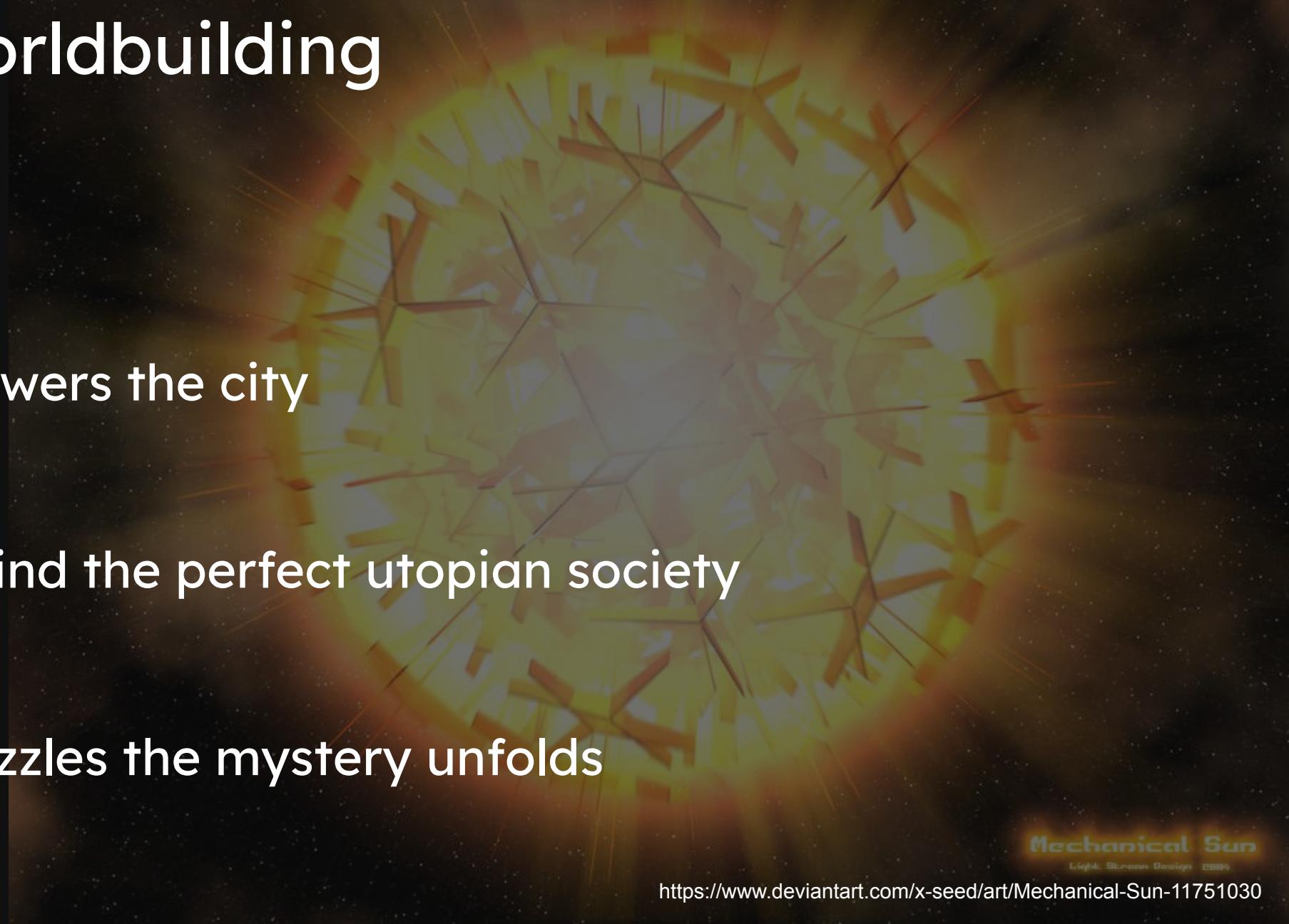


Team Members

- Tom - Game Developer
- Jay - Technical Game Designer
- Alex - 3D Artist
- Hermione - Producer & Marketer
- Stef - Level Designer, Narrative Design
- Rebecca - Game Designer, Level Designer

Context & Worldbuilding

- Solarpunk city
- Artificial sun powers the city
- Conspiracy behind the perfect utopian society
- As you solve puzzles the mystery unfolds



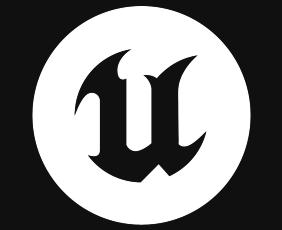
Gameplay Loop

USP Mechanic

Manipulate the sunlight to alter plants and the environment to progress through the levels.

Plants & Sunlight

Transform plants to grow into ladders or bridges, to help you transverse environments.



UNREAL
ENGINE

USP Demo ↗

Art Direction

- Low/Mid-Poly Style
- Simple Cel-Shaded Colour
- Day and Night Colour Shift

Art Style



Game Assets



Plants under the Sun



Plants under the Moon



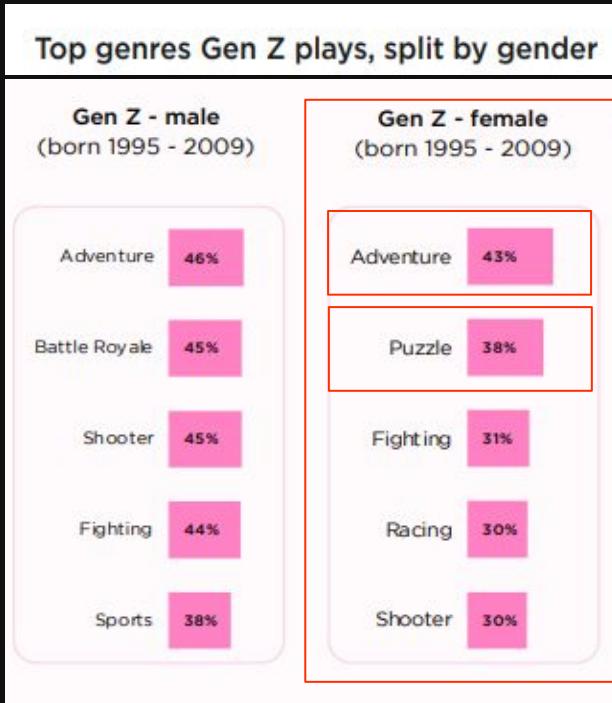
Major Competition Comparison



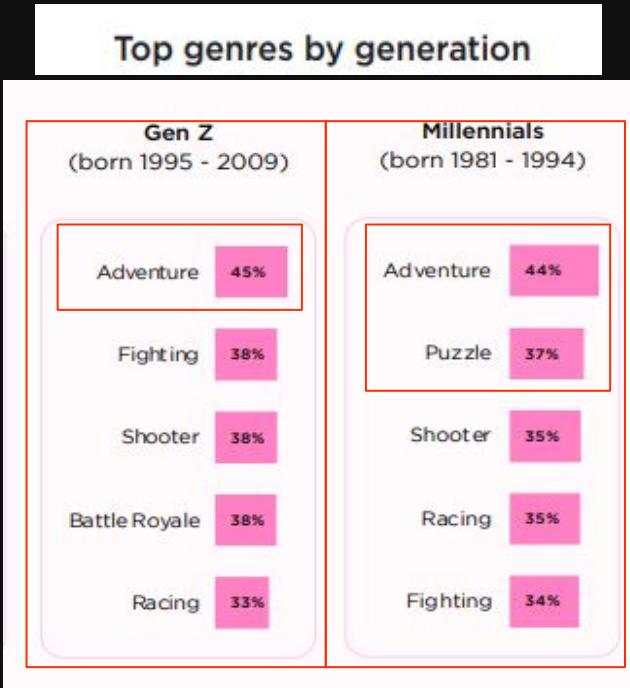
How Solar Bloom Differs

- Low stakes and casual play.
- Isometric puzzles perspective.
- Dominant Solarpunk aesthetic to promote sustainability.

Market Opportunity



<https://newzoo.com/resources/trend-reports/global-gamer-study-free-report-2024>



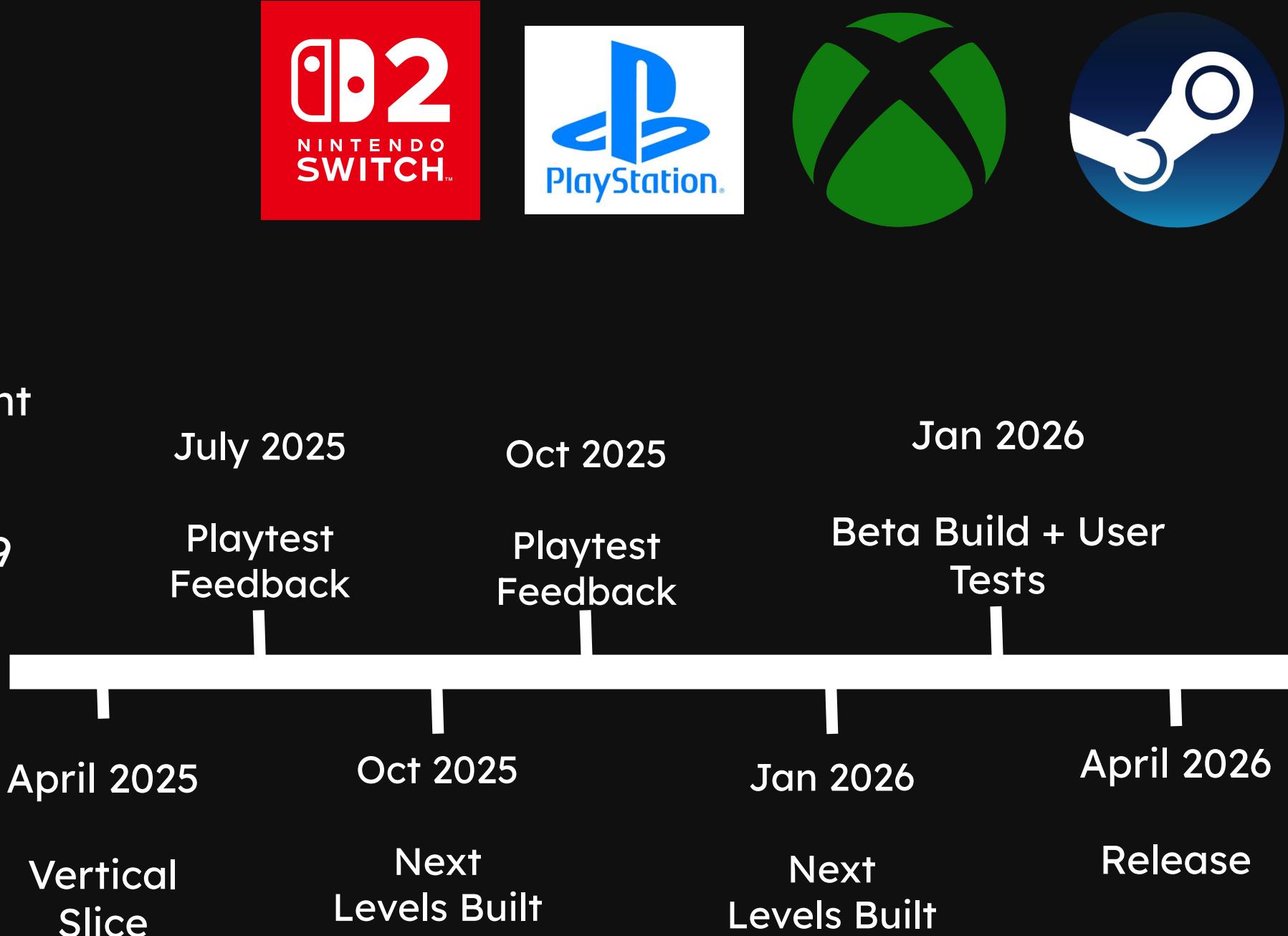
<https://newzoo.com/resources/trend-reports/global-gamer-study-free-report-2024>

- Primary Market = Cosy gamers, female (38% puzzle)
- Would use social media to build engagement with demographic



Timeline

- Budget: £200,000
- 6 devs
- 1 year development time
- Retail Price: £24.99



Solar Bloom Recap

Experienced Team

USP Mechanic

Manipulate the sunlight to alter plants and the environment to progress through the levels.

Primary Market - Cosy gamers, female (38% puzzle)

Base game - £24.99

It encourages low stakes and casual play.

Dominant Solarpunk aesthetic to promote sustainability.