

MAD ROLLERS

8 BIT GAME DESTROYERS

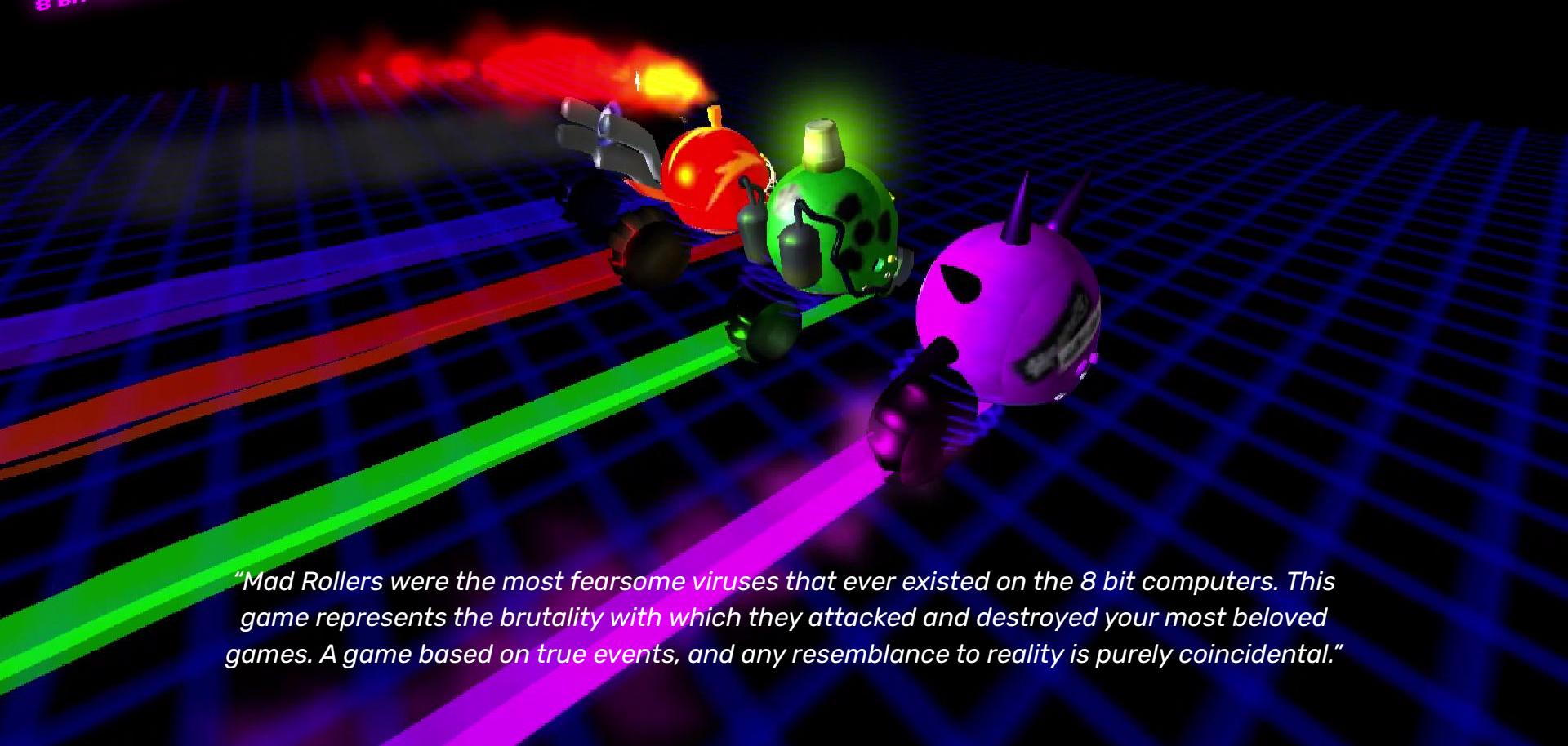




Mad Rollers is a cult classic from the Buenos Aires indie arcade scene, made by **Tumba**,



NARRATIVE



"Mad Rollers were the most fearsome viruses that ever existed on the 8 bit computers. This game represents the brutality with which they attacked and destroyed your most beloved games. A game based on true events, and any resemblance to reality is purely coincidental."



REFERENCES



Minecraft

Everything in Mad Rollers is **breakable** in the **voxel style** of Minecraft.



Subway Surfers

We took the **fast-paced runner** style of Subway Surfers.



Fall Guys

Everything related to **party games**



TODAY

The MR 4-players arcade cabinet toured bars, art galleries, parties and festivals in various Argentine cities, testing the addictiveness of its **collaborative multiplayer mechanics** in person.





TOMORROW

We want to make Mad Rollers multiplayer online in real-time through Google Play!





MECHANICS

Mad Rollers is a frantic collaborative multiplayer experience.

The goal is to destroy as many pixels (voxels) as possible, with the added complexity of not breaking too much and causing the team to fall into the void! Every break is progress, but it can also be fatal for the team. If a player dies, they have to wait a while to respawn.

The game ends if at any point there are no players left alive. This creates epic moments when only one player remains standing while the others are waiting to revive!





TEAM

We are a small independent team based in Buenos Aires. We have 2 video game development projects:

Yaguar

Yaguar specializes in **educational games and interactive experiences** for physical installations in museums, fairs and parks.



•tumba•

Tumba develops **humorous action games**, generally installed in **arcade cabinets**. A side project we are seriously passionate about.



We seek to link our experience developing high quality products and services with Yaguar, with the more explosive and humorous style of Tumba, bringing the highly tested Mad Rollers experience **from the arcade scene parties and events to all Android devices.**



Agustín Pontura

Sr. Dev



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P.O.



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Germán Capelletti

Game / Economy
Designer



Brenda Burgoa

UI / UX Designer



Eamon Bourke

Voice Actor



Julián Aznar

Music / Sound designer



Rebeca Albornoz

2d Illustrator



Martin Caro

QA Analyst





ESTIMATED BUDGET

PROGRAMMING / GAME DESIGN	\$ 73,000
ART	\$ 42,000
MARKETING	\$ 40,000
UI / UX	\$ 15,000
PRODUCTION	\$ 15,000
QA	\$ 10,000
MUSIC / SOUND DESIGN	\$ 5,000
TOTAL BUDGET	\$ 200,000

Based on a 12 months development plan.



ROADMAP

Q1 PROTOTYPE

SINGLE PLAYER MODE
4 PLAYABLE CHARACTERS
2 WORLDS

Q2 BETA 1

ONLINE MULTIPLAYER MODE
IN APP PURCHASES
6 PLAYABLE CHARACTERS
4 WORLDS

Q3 BETA 2

DUEL MODE
ALL 10 CHARACTERS
6 WORLDS

Q4 RELEASE

SYSTEM DESTROY MODE
CHARACTER CUSTOMIZATION
SEASONAL TOURNAMENTS
ALL 7 WORLDS

Marketing strategy to be defined during Q1 and Q2.

Thanks!



More info in:

<https://pontura.github.io/madrollers/>