

# DODDY

## Plushies Extravagantia



New Game

Continue

Option

Credits



# Introduzione al Gioco

Doddy just moved into a new home... but her stuffed animal friends got lost!

Explore a colorful, psychedelic world to find them, facing quirky foes, oddball bosses, and ever-changing lands along the way.





# Game Sheet



**Target:**  
Metroidvania Players,  
Hardcore Players

**Genre:** Metroidvania,  
Platform, Action

**Target Age:**  
12+

**Business Model:**  
Buy to Pay

**Key Markets:** EU,  
USA

**Game Mode:** Single  
Players

**Platform:**  
PC, Console

**Main Tech:**  
Unity

**Price:** 9,99€



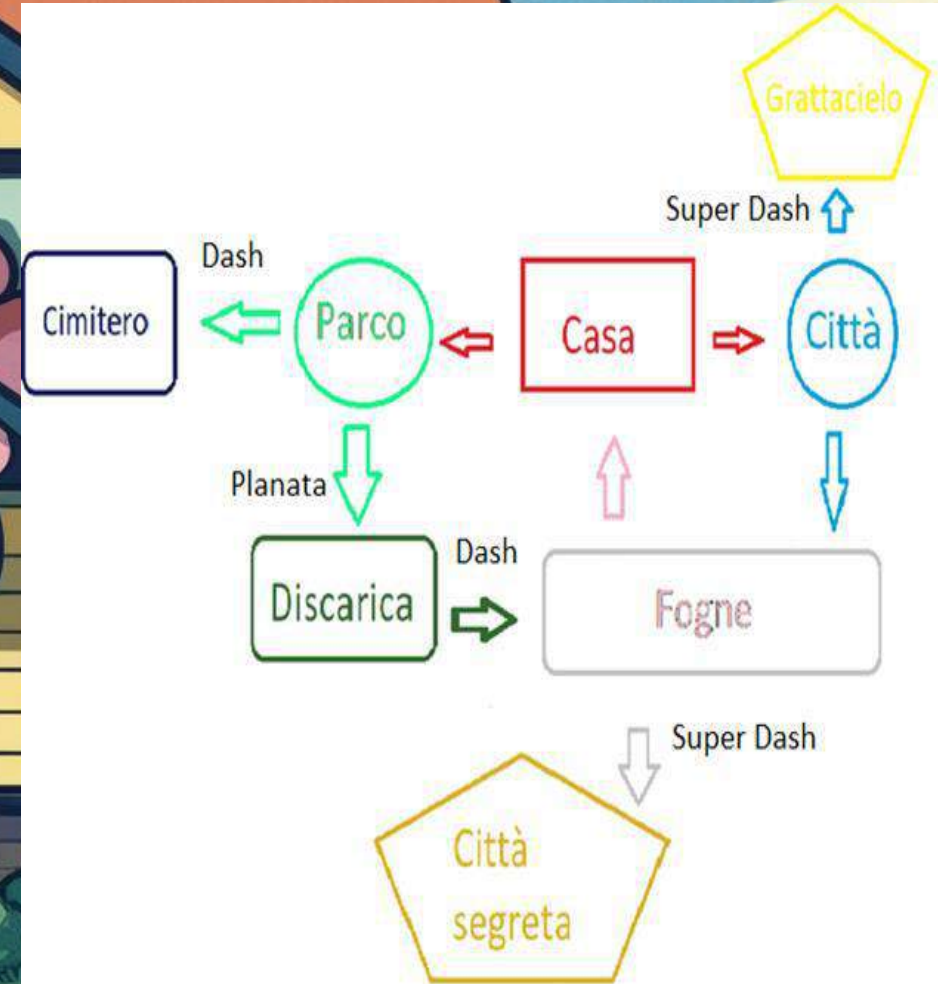
# Game Structure

**7 zones and a Central Hub.**

**The idea is to diversify the gaming experience with graphically distinct but interconnected areas:**

**Each zone will unlock an upgrade that will lead to the next.**

**Simple Gameplay without narrative, but with a lot of creativity and aesthetic diversity**





# Creative Mix:



Aesthetics



Writing Style

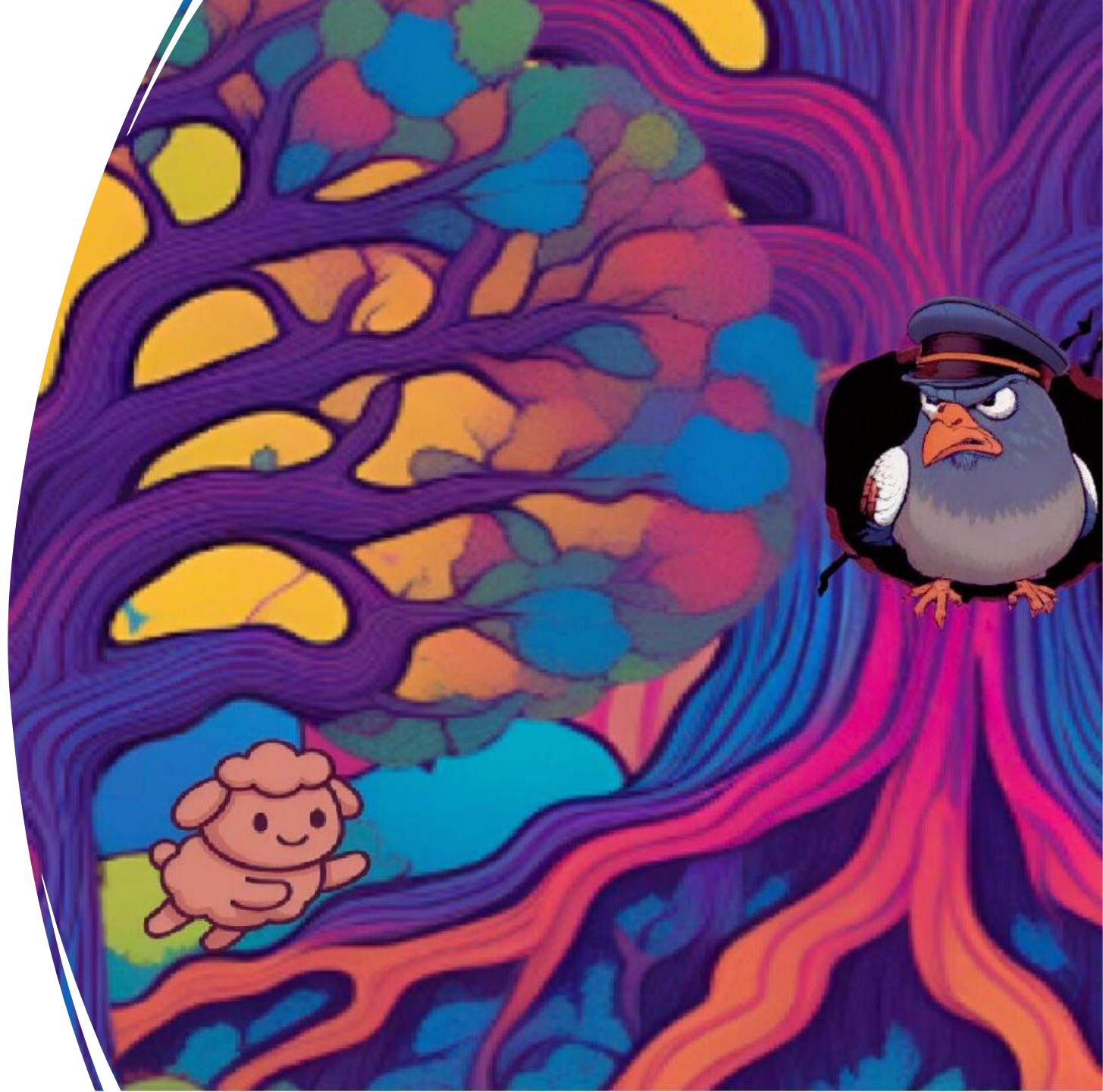
Combat system  
and movement





# Game loop

- Explore >
  - Beat the Boss >
  - Get new Power >
  - Unlock new Zone>
- Repeat until you find All  
Doddy's Friends





# Game Pillars

Unique and Distinctive Bosses

Style and Humor: The tone is light-hearted, but full of epic moments.

Vertical and Dynamic Level Design: Wall jumps, dashes, moving platforms, environmental bosses





# Key Selling Points

**Play as Diddy**, an adorable frisbee-shaped plush sheep on a heartfelt quest to reunite with lost toy friends. **Stylized Enemies & Bosses:** From zombie puppets and sentient trash to lava monsters and corporate overlords, each enemy oozes personality and humor.

**Platform Challenges:** Engaging environmental puzzles, wall jumps, destructible zones, and traversal mechanics make backtracking feel fresh.

**Seven Distinct Zones:** Explore a haunted cemetery, a dystopian skyscraper, a neon-lit city, and a secret mole-people society—all from a central cozy “house” hub.

- **Over-the-top SFX:** Amplifies the cartoonish charm with punchy, exaggerated sounds for attacks, jumps, and item pickups.



# Financial Protection / Timeline (18 Months)

## Project Overview

Category	Amount (€)
Total Costs	703,800
Selling Price	€14.99
Break-Even Point	67,092 units
Foreseen Units	120,000
Projected Profit	€555,480

Phase	Months	Key Activities
Pre-Production	1-4	<ul style="list-style-type: none"><li>- Detailed concept design</li><li>- Playable prototype</li><li>- Finalized design document</li></ul>
Early Development	5-9	<ul style="list-style-type: none"><li>- Refined core gameplay</li><li>- First biomes completed</li><li>- Base animations</li><li>- UI/UX design</li></ul>
Advanced Development	10-14	<ul style="list-style-type: none"><li>- Additional levels</li><li>- Balanced boss fights</li><li>- Narrative cutscenes</li><li>- Performance optimizations</li></ul>
Polishing	15-16	<ul style="list-style-type: none"><li>- Intensive bug fixing</li><li>- Gameplay tuning</li><li>- Visual/audio refinements</li></ul>
Finalization	17-18	<ul style="list-style-type: none"><li>- External beta testing</li><li>- Localization</li><li>- Final marketing push</li></ul>



# Team Presentation

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- Renato Rumieri – *Game Designer*
- Sofia Martinelli– *Art Director*
- Luca Giordano – *Lead Programmer*
- Alice Barbato– *Sound Designer*
- Giulia Salomone – *UI/UX Designer*
- Omar Khaldi *QA Tester & Marketing*

NEL  
BLIZZO

PRODUCTION