# ORNITHO: The Apex Predator of Horror Games

# Elevator Pitch

- "ORNITHO" is a mature dinosaur survival psychological horror game where players:

- Get stalked and try to survive against prehistoric predators in a decaying post-apocalyptic version of the city of Antwerp.

- Experience dynamic AI and stealth gameplay.

- Balance sanity mechanics with tense survival scenarios.

- The game offers an unparalleled dinosaur horror experience planned for release on PC and consoles by mid-2027.

# Gameplay Features

- Key gameplay elements include:

- Dynamic AI dinosaurs that stalk and adapt to player actions, inspired by the AI techniques of "Alien: Isolation".

- Stealth-based survival mechanics utilizing in-game sound and light.

- An insanity meter that impacts gameplay and the player's perception of reality.

- Immersive multiplayer and solo modes for extended replayability and other thought-out features keeping replayability in mind.

# Context/Narrative

- Set in a hauntingly, decayed, post-apocalyptic version of the city of Antwerp, players will:


- Navigate iconic landmarks like an overgrown version of Antwerp Central Station, transformed into deadly hunting grounds.

- Survive against apex predators while uncovering the mystery of their return in single or multiplayer story missions.

- Balance resource management, sanity, and survival instincts.

- Key focus: Science meets horror for a mature and immersive experience.

# Concept Art

- Placeholder for stunning visuals showcasing key scenes and dinosaur designs.

# Target Audience

- Demographics:

- Gamers aged 18-35 who grew up watching movies from the "Jurassic Park/World" franchise, with a passion for survival horror and dinosaurs.

- Fans of immersive, narrative-driven experiences.

- Players seeking a mature, high-stakes gaming experience with thought-out AI mechanics and interactable, visually stunning environments.

- Players who enjoy an immersive multiplayer experience.

# Market Opportunity & Competition

- Market Overview:

- TAM for horror survival games: $2B+.
- Dinosaur fans represent a niche, but never-ending growing audience.

- Competitor Analysis:
- "ORNITHO" fills the gap left by games like ARK and Jurassic World Evolution by delivering mature horror gameplay.

# Development Timeline

- Q4 2024 - Q2 2025: Prototyping and core mechanic development.

- Q3 2025 - Q2 2026: Asset creation and early development.

- Q3 2026 - Q2 2027: Full production, narrative implementation.

- Q3 2027: Release and post-launch support.

# Budget

- Initial Development Costs:

- Team Salaries: €600,000.
- Equipment and Software: €100,000.
- Marketing and Events: €150,000.
- Miscellaneous: €50,000.

- Total: €950,000.

# The Ask

- Support Needed:

- Funding to complete core development and pre-production.
- Marketing and discoverability support.
- Guidance on console porting and QA.
- Distribution and publishing expertise.

# The Team

Core Team:

- Senne Bels: Lead Developer.
- Remko Luyckx: Lead Designer.
- Advisors:
  - Industry experts providing guidance on design and publishing.

# Thank You

- Your support makes "ORNITHO" possible.

- Contact:

- Website: