

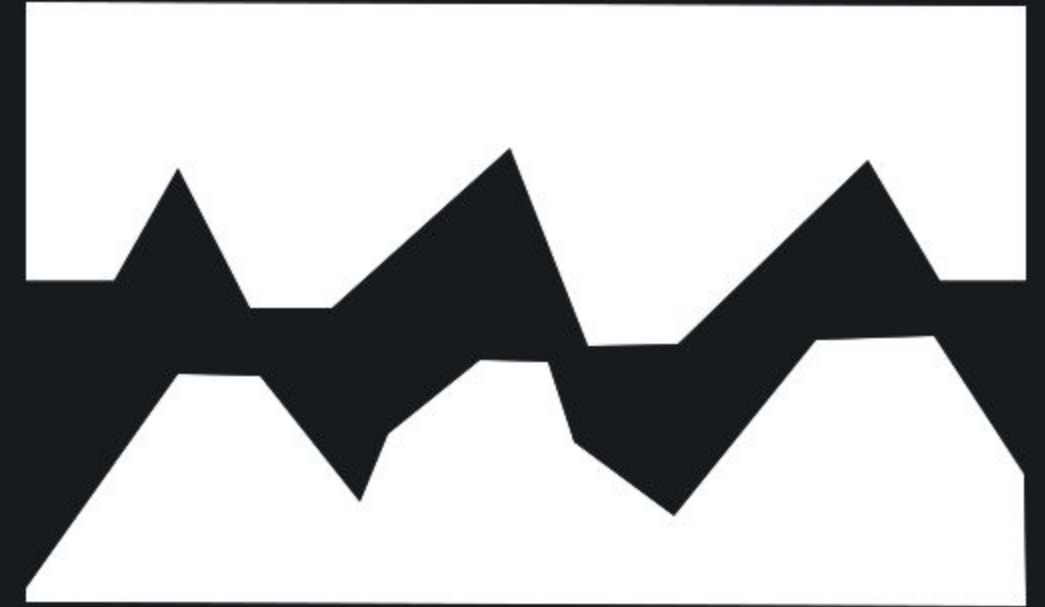


# Workflow Tools

Efficient tools for faster game development

# Introduction

Hi! I'm wattie, a Games Programmer and Photographer; and here is my pitch for Unity Workflow Toolkit - an optimisation tool.



Chomp Games

# Elevator Pitch

Workflow Toolkit is a set of Unity Tools to automate boring tasks during the development process, you can:

- **Build** readily sharable game files
- **Archive** build files and screenshots
- **Search** for scripts, music, models & more

This toolkit offers a range of tools to just make development hassle-free, as it should be.

This is in the **Development stage**, I plan to release this on the **Unity Asset Store**, and Itch.io in **Q1 2025**.

**Name:** Workflow Toolkit

**Studio:** Chomp Games

**Platform:** Unity

**Stage:** Development

**Release:** Q1 2025



# Showcase

Description

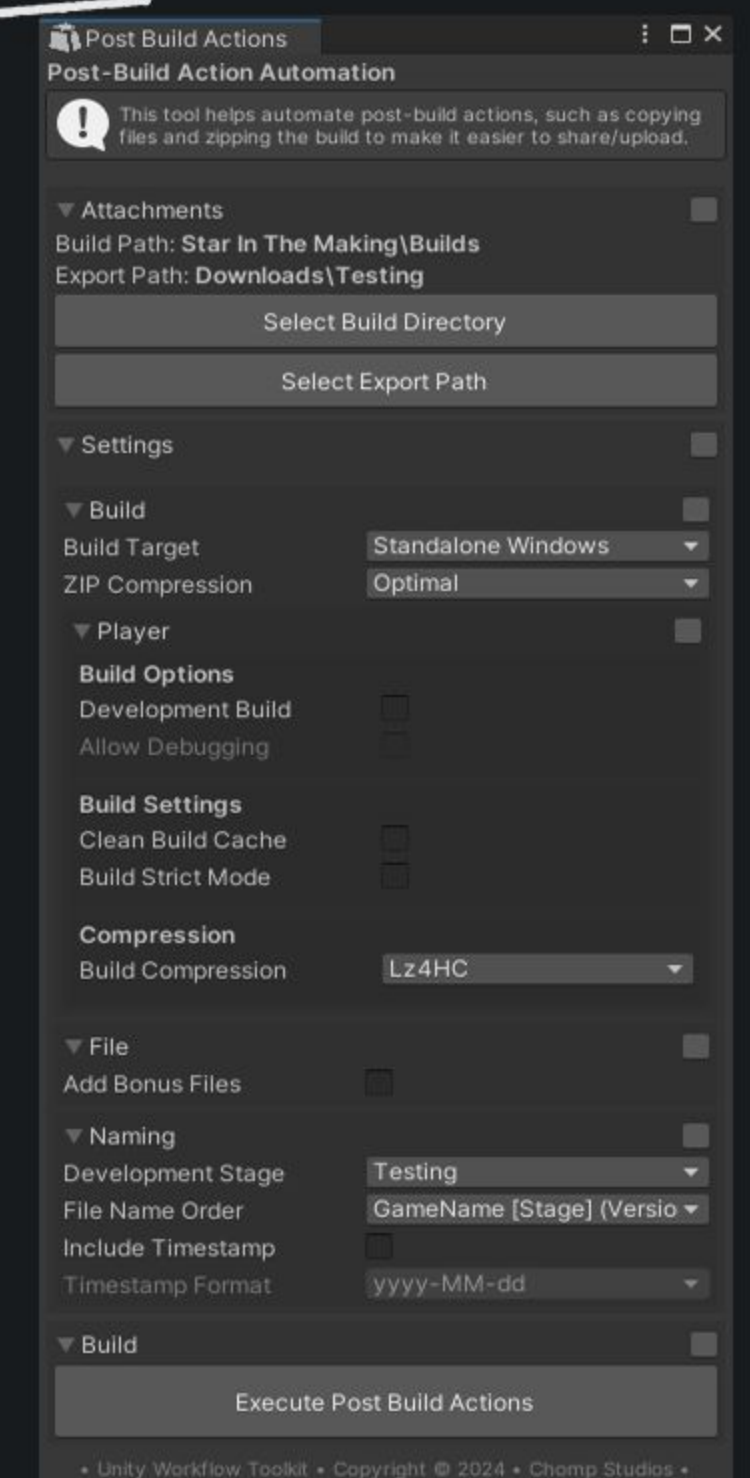
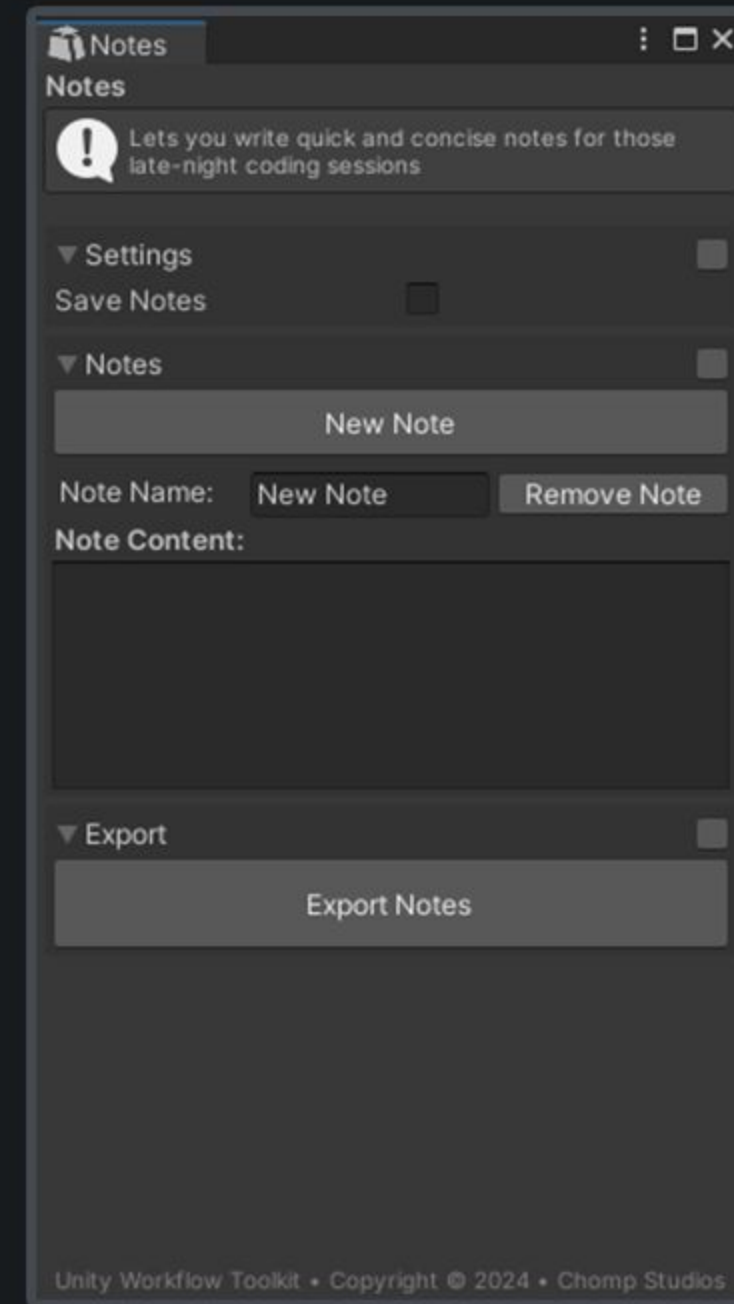
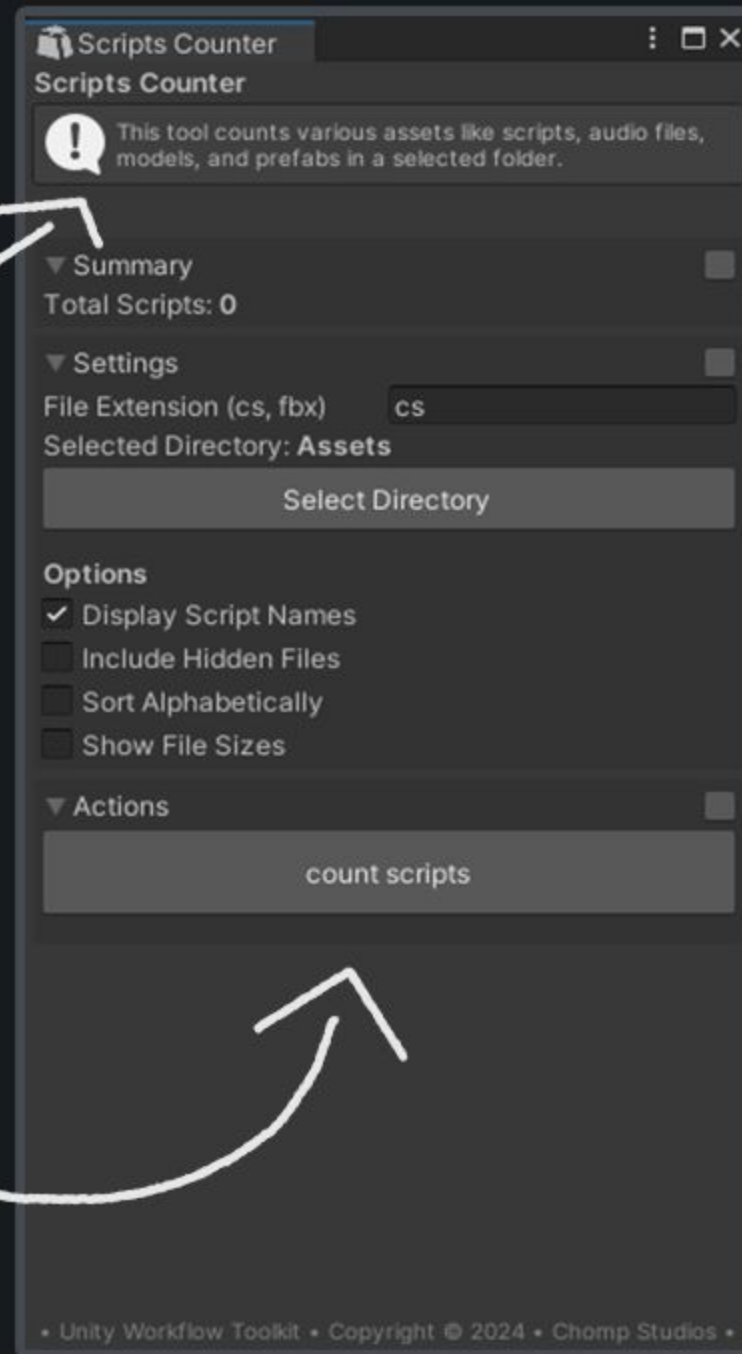
Extra Settings

Action Button

Easily keep track of script count

Write down notes during those long coding sessions

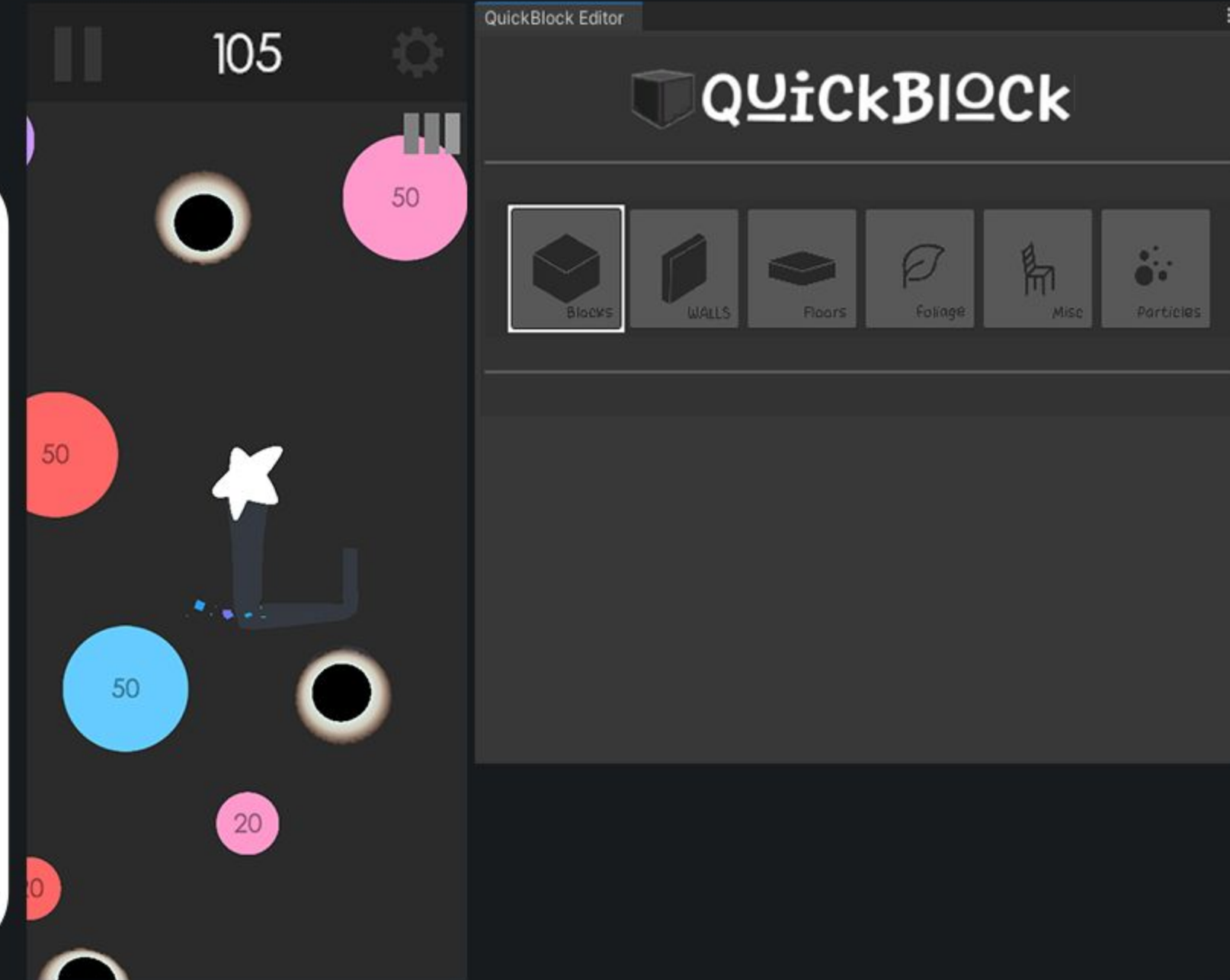
Build Zip files ready for sharing



# Success Story

## Very Valuable

have started two other projects, along with this FMP to show how valuable this toolkit is: Quickblock (a level editing toolkit) and a game called “Star In The Making” to show how effective this toolkit is.



# Inspiration

## Simplifying the Build Process

The Post Build Actions Tool started as a personal script I used to manage builds in my games. Every time, I'd have to hard-code each detail, adjusting it manually for every new project.

## Manual -> Automatic

I knew that there could be a better way of doing this; so I set out to try and find it; this eventually [snowballed](#) into seeing how many boring and repetitive tasks I could optimise.

## What I set out to do

- Make the standalone script usable for anybody
- ensure that the tool is customisable



# Interest

There's a lot of it!

There is a lot of interest in this project; I have asked Programming and Developer peers if this project would interest them, and the vast majority have said yes. not only this, but Lecturers have also said they would like to use this inside of their Game Studio too.

“Oh damn, this stuff all looks super useful, yeah, I'd definitely pay for these things.”

“I am interested in using this for my studio”

“I'd love to use this!”

# Target Audience

Quite a few different people in the industry would gain advantages from using this toolkit:

- **Developers** will be able to have a more efficient workflow while making games.
- **Technical & QA Testers** will be able to write technical design docs much easier.



# Markets

## Who?

A few groups different groups that include; Indie Developers, Small Studios & Educational Institutions

## Why?

Indie Developers and small studios do not have the resources to make their own optimisation tools, but are able to use ready-made ones; educational institutions teaching Games will benefit from showing high-quality third party tools.

# Competition


## Similar Markets

There are some similar tools out there already; like Odin Inspector - a Unity funded product; however, even this doesn't do what my toolkit does.

there are no current public information about the amount of people who purchased this product, but over 10,000 people have favourited it - indicating a strong demand for this sort of product.

 Verified Solution

### Odin Inspector and Serializer

 Sirenix

★★★★★ (713) | ♥ (10639)

**€50.60**

Seat

Updated price and taxes/VAT calculated at checkout

10639

minimum orders

$10639 \times 50.60$   
 $= 538,333 \text{ euros}$

# Timeline





# Live Demo

**I would like to give a live demonstration  
on how the tools work!**

Note; Slow build times are due to hardware, the toolkit  
does not increase normal build time.