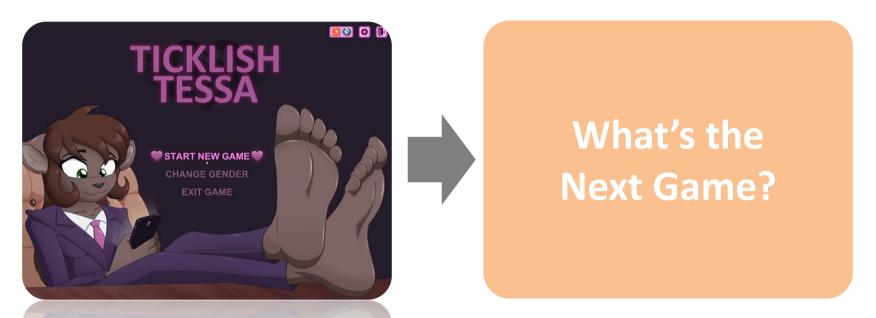
#### PITCH DOC – FOR MY PATRONS & SUBSCRIBERS



I'm presenting <u>two</u> possible game ideas that I could start once Ticklish Tessa is completed.

I'd love your feedback on if you like and support either idea!

#### Feedback I'd love to hear from you on!

- Do you like or dislike either idea? What do you like or dislike about them?
- Are you happy to keep supporting through Patreon or Subscriber Star if either idea went ahead after Ticklish Tessa?
- How important is it that the game features erotic content?

# Next Game Idea 1: Escape the Kink Dungeon

#### **Next Game Idea 1: Inspirations**





















#### **Next Game Idea 1: Inspirations – How?**









- Dungeon Delving Gameplay.
- Simple but interesting Art Style.
- Dungeon Delving Gameplay.
  - RPG Progression Elements.

- One on one battles.
- Simple but interesting Art Style.
  - Linear Narrative.
  - Anthro Characters.

- Softcore Kink Overtones.
- World runs on "kink" logic.
- Dungeon contains erotic monsters and traps.

#### **Next Game Idea 1: The Plot**



Your character awakens at the bottom of a deep and strange dungeon with no memory of their past. Sealed on your wrists are magical cuffs that allows you to "Bind" and "Unbind" others.

Taunted by a strange and magical dungeon keeper that declares that you're here to play their games and you've been given these powers at the cost of your memories.

You resolve to explore the dungeon and find a way to escape.

Along the way you'll rescue other trapped prisoners of the dungeon and defeat devious bosses. Progressing upwards to the surface and to your freedom.

But what obstacles will the dungeon keeper throw in your way? And why did they even set you upon this strange game?

#### **Next Game Idea 1: Main Features**

#### **Escape the Dungeon**

Progress and Ascend level by level to escape the strange and kinky dungeon.

Explore each dungeon floor, find items that'll help you on your quest and disarm devious traps!

Enemies will try and hunt you down. Use magic and tools to bind them up and defeat them!

#### **Rescue Prisoners**

Each level of the dungeon contains helplessly bound prisoners at the mercy of the dungeons perversion.

Rescuing each one is a puzzle of unlocking bondage traps and magical wards.

Rescued prisoners teleport out of the dungeon and reward your character with skill points needed to meet the increasing challenges of ascending the dungeon.

#### **Defeat Strange Bosses**

Every few levels of the dungeon is themed to the strange kinks and visual flare of its boss character.

Each boss character taunts and teases the player while in their domain.

Battling these boss characters is similar to Undertale battles with the boss up close and personal.

#### Next Game Idea 1: How would it look?

#### **Exploring the Dungeon**

- A top down view with the character exploring it.
- 2D Art with a colorful palate.
  - Chibi-ish Characters.





• 2D Art

**Boss Battles** 

- Up close, character focused engagements (Like Ticklish Tessa, Undertale)
- Animated and Expressive

#### **Next Game Idea 1: Gameplay Loop for each Dungeon Floor**



#### **Next Game Idea 1: Enemy Encounter Flow**



1: Enemy contacts player character. Battle mode starts.

5: Enemy is binded and removed from play.
Player gets rewards.



2: Enemy uses kinky attacks against players. Player needs to defend or they lose stamina.

If stamina is reduced to zero. Player character faints.

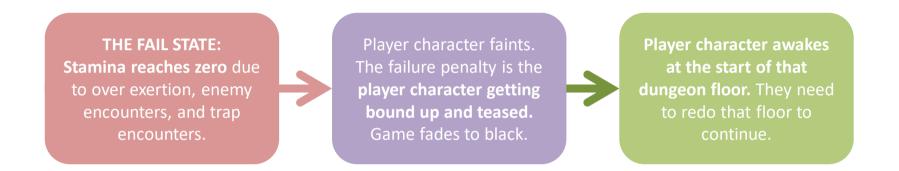
4: When enemies health reaches zero. Player can attempt a final bind to disable the enemy.

3: Player counter attacks with actions and spells designed to distract and hind

#### **Next Game Idea 1: Prisoner Rescue Flow**

1: Player approaches a binded prisoner. 6: The player receives skill points to use on improving their character. 2: Player interacts with prisoner to unbind each A PRISONER NESCUE. 5: The prisoner thanks the piece of bondage. player, then they're STAMINA teleported out of the LOW dungeon. Failed freeing attempts cost stamina. 4: When all the binds are 3: Unbinding each piece is removed the prisoner is a puzzle requiring timing free. and skill 0

#### **Next Game Idea 1: Failure State**



The game has no firm "Game Over" failure state. Only restarting the dungeon floor.

#### **Next Game Idea 1: How Does NSFW Content Factor In?**

#### **RESCUING PRISONERS:**

Prisoners are bound and helpless in various positions and forms.

Unbinding them involves taking off layers of teasing bondage equipment.

#### **IN COMBAT:**

Player and Enemy
Attacks are erotic/kink
focused. IE:
Binding
Teasing
Tickling
Pleasuring

Defeating the enemies require binding them up in bondage.

#### **AGAINST TRAPS:**

Traps are erotic/kink focused. IE:
Binding
Teasing
Tickling
Pleasuring

All in an effort to reduce player characters stamina to zero.



#### **Next Game Idea 1: What's the Start to End Progression?**

#### **INTRO**

Start at the bottom of the a deep, multi-level underground dungeon.

### CORE CONTENT

Explore the dungeon level by level. Ascending upwards.

Battle a dungeon zone boss once every few levels. Regain fragments of memories.

x4-8 TIMES OVER 20-30 FLOORS

#### **END GAME**

Get to the final dungeon floor and battle the Dungeon Keeper. Reach the surface and freedom. Memories regained and character is able to move on.

# Next Game Idea 2: Town Builder & Dungeon Delver

#### **Next Game Idea 2: Inspirations**



























#### **Next Game Idea 2: Inspirations – How?**



- Build up a town.
- Help the residents with their problems.
- Randomly generated dungeons.
  - Dungeon Delving Gameplay.



- Build up a town.
- Help the residents with their problems.
  - Residents have fun personalities.
- Cute Anthro Characters.





- Build up a town.
- Help the residents with their problems.
- Dungeon Delving Gameplay.
  - Resource collection and spending.

- Softcore Kink Overtones.
- World runs on "kink" logic.
- Dungeon contains erotic monsters and traps.

#### **Next Game Idea 2: The Plot**

The remote town of Silversteam holds a secret. It resides next to a strange dungeon tower built eons ago by a long thought defaunt cult that was obsessed with seeking pleasure. Its been abandoned for as long as those in the town can remember.

Your character, a young adult adventurer who returns home after years away finds it completely gone. The buildings, the residents, all has vanished.

The once abandoned dungeon tower near it ripples with strange, arcane energy. You know that somehow these events are connected.

As an adventurer It falls to you to investigate this dungeon tower, rescue the townsfolk, and rebuild the town for the better.



#### **Next Game Idea 2: Main Features**

#### **Delve into the Dungeon**

Explore a multiple floor dungeon and discover what happened to the town and its residents.

Battle against strange creatures and cult members. Disarm devious traps that lay in your path.

Find imprisoned townsfolk and rescue them.

Delve deeper and discover the secrets of the cult.

#### **Rebuild the Town**

The town itself completely vanished. Leaving a blank canvas of land to which the town needs to be rebuilt.

Place down buildings for rescued residents to give them a place to live. Build shops and spaces that'll help both you and the town prosper.

And build your own home for when you're resting up between dungeon delving.

#### Help the Townsfolk

Each of the townsfolk have needs.

You can help them out by fulfilling their requests for buildings, items and placing them in areas they like.

Making the townsfolk happy comes with great rewards!

#### Next Game Idea 2: How will it look?

#### **Exploring the Dungeon**

- A top down view.
  - 2D Art
- Chibi-ish Characters





#### While In Town

- A top down view
  - 2D Art
- Up close character portraits when talking to them.

#### **Next Game Idea 2: Core Gameplay Loop**

#### **YOU AQUIRE:**

- New projects to improve the town.
- New Townsfolk Requests.
- New Skills / Tools to make dungeon delving easier.

#### **IN TOWN**

#### YOU ACT / SPEND:

- Purchase new buildings / stuff for the town.
- Restock items/equipment needed for dungeon delving.
- Solve the townsfolk requests.
- Rescued townsfolk can join your town.

#### YOU ACT / SPEND:

- Explore the dungeon to collect resources.
- Engage in combat and traps. The dungeon applies pressure to hinder progression.
- Spend items/equipment to keep pushing deeper into the dungeon.

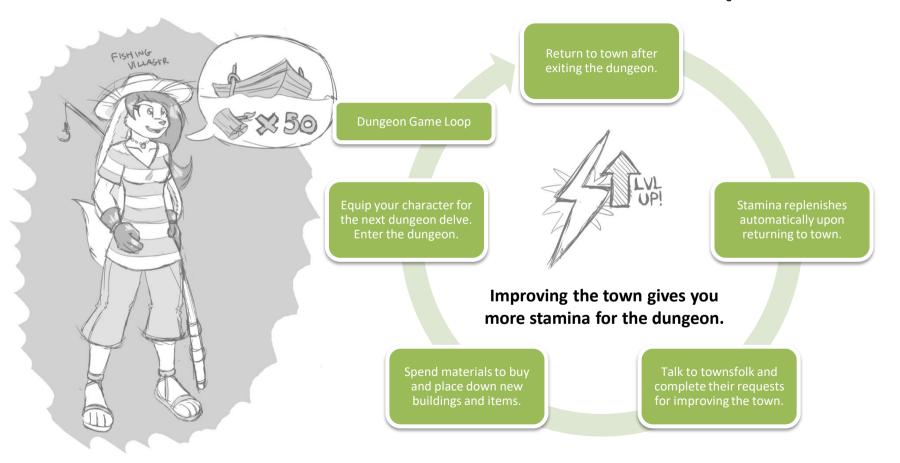
#### IN DUNGEON



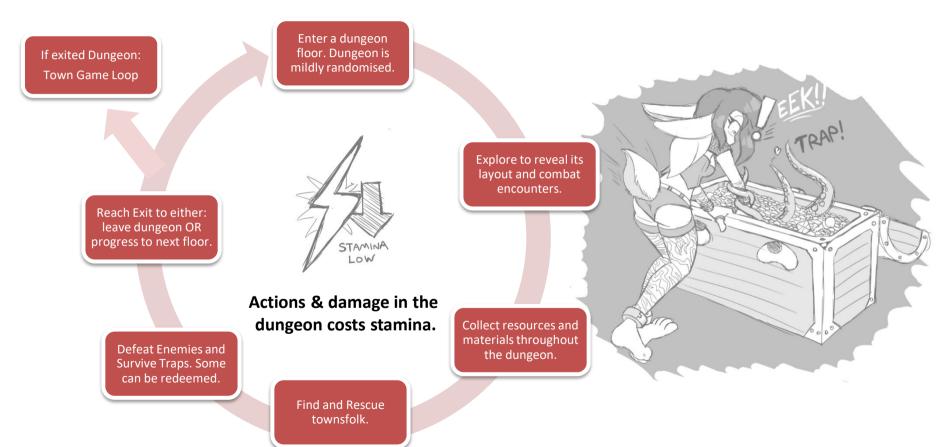
#### **YOU AQUIRE:**

- Resources and materials needed for improving the town.
- Rescued townsfolk / redeemed monsters you defeat.
- EXP needed to be more effective in combat.

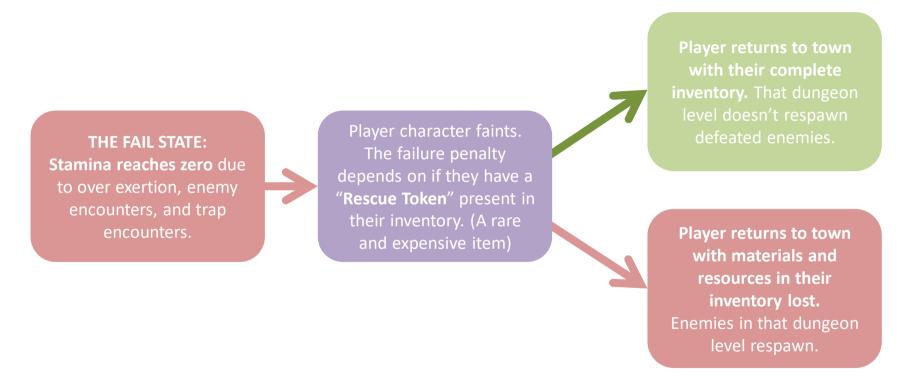
#### **Next Game Idea 2: Town Game Loop**



#### **Next Game Idea 2: Dungeon Game Loop**



#### **Next Game Idea 2: Dungeon - Fail State**



The game has no "Game Over" failure state. Only progression penalties.

#### **Next Game Idea 2: How Does NSFW Content Factor In?**

#### IN TOWN:

Some characters have erotic / Soft BDSM designs to them.

The services that characters offer has a mild erotic tone to it.

World runs on a bit of a "Kink" logic.

#### **IN COMBAT:**

Player and Enemy
Attacks are erotic/kink
focused. IE:
Binding
Teasing
Tickling
Pleasuring

All in an effort to reduce player characters stamina to zero.

#### **AGAINST TRAPS:**

Traps are erotic/kink focused. IE:
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All in an effort to reduce player characters stamina to zero.



#### **Next Game Idea 2: What's the Start to End Progression?**

#### **INTRO**

Arrive in town to see it all gone. Investigate the dungeon.

Explore first floor. Learn core mechanics. Rescue first townsfolk.

Return to town and learn how to place down buildings. Core objectives given.

### CORE CONTENT

Explore the dungeon tower floor by floor. Ascending upwards.

Rescue more townsfolk, collect more resources to build up the town.

Return to town, complete townsfolk requests and build up the town.

This Increases your stats and survivability in the dungeon.

ASCEND UP 35-50 FLOORS

#### **END GAME**

The Town is at a "Completed" level that provides the final floor key needed to enter the final dungeon floor.

Defeat the final boss and the tower crumbles down. The town is safe and can prosper once more.

Your character is a hero!



#### In Comparison: What are these games?

## IDEA 1: A kinky dungeon delver

- Single player
- Focused solely on a dungeon delving experience with light RPG elements.
- Lots of kinky flair to prisoner and enemy encounters.
- Puzzles, Exploration & Light Combat Gameplay
- Linear Narrative

## IDEA 2: A town builder & kinky dungeon delver

- Single player
- Two big systems of play:
  - Town building
  - Dungeon delving
- Linear narrative with some light choice making
- It will take <u>longer</u> to make then IDEA 1
- But would also have more gameplay on offer.

#### How long will these games take to complete?

A planned "A to B" schedule <u>can't</u> be set because these game dev projects are experimental, exploratory, and made by a small team.

Instead, please assume that either project will loosely take <u>2-3+ years</u> to fully complete. Possibly longer.

However, also assume you'll continue to get weekly updates, playable builds and other content as development progresses! (Just like Ticklish Tessa)

#### Again, feedback I'd love to hear from you on!

- Do you like or dislike either idea? What do you like or dislike about them?
- Are you happy to keep supporting through Patreon or Subscriber Star if either idea started development after Ticklish Tessa?
- How important is it that the game features erotic content?

# - Caroo

And that's the pitch! Thank you!