

PITCH DOC – FOR MY PATRONS & SUBSCRIBERS



What's the
Next Game?

I'm presenting two 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

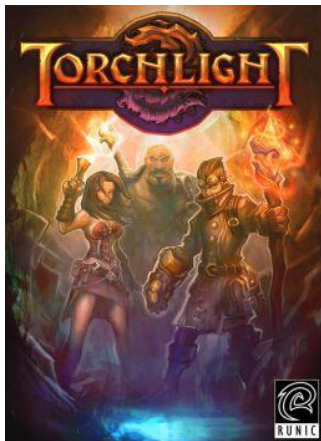
Next Game Idea 1: Inspirations



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.



Rescuing Prisoners & Boss Battles

- 2D Art
- 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.

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



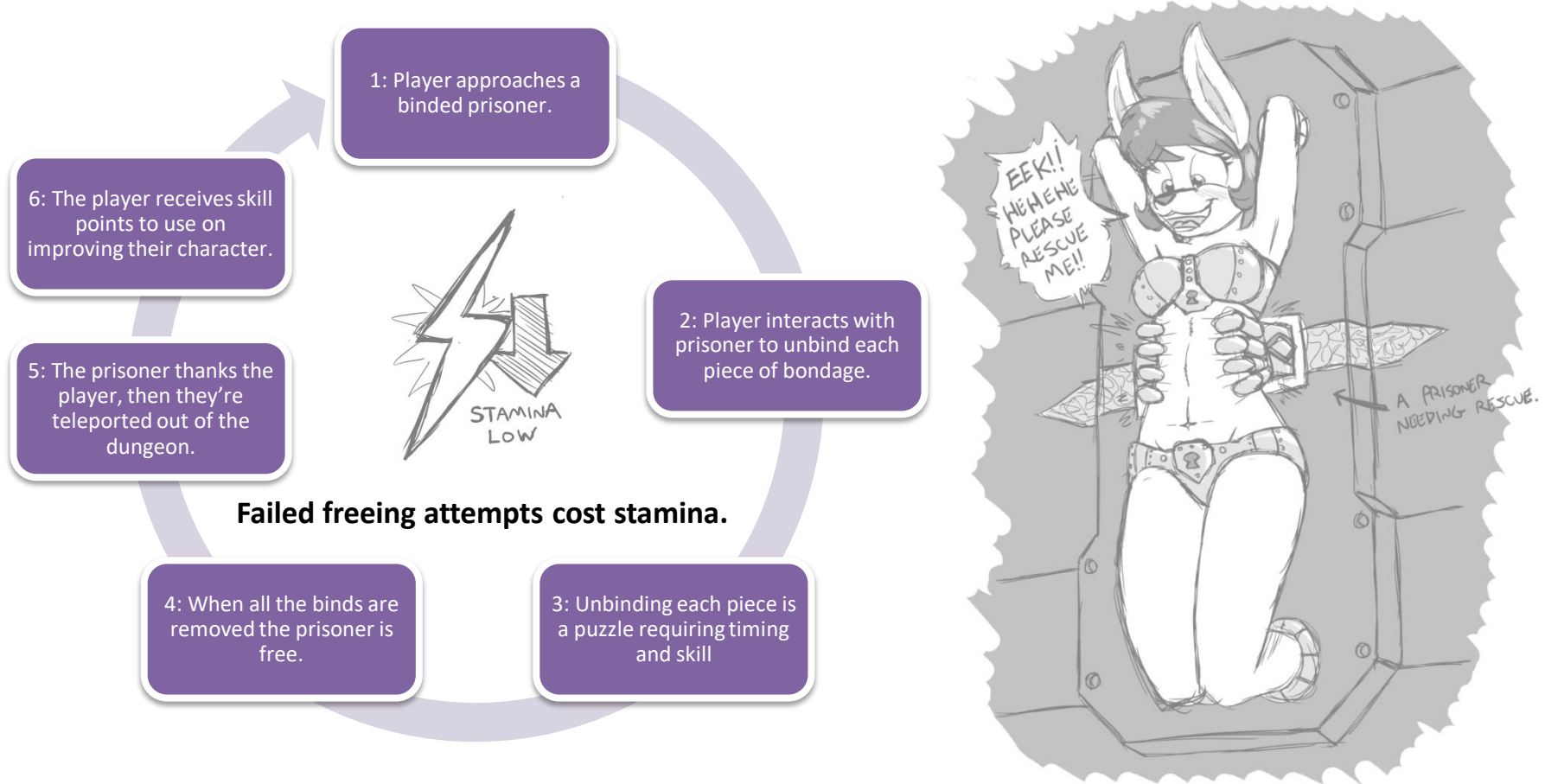
**If stamina is reduced to zero.
Player character faints.**

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

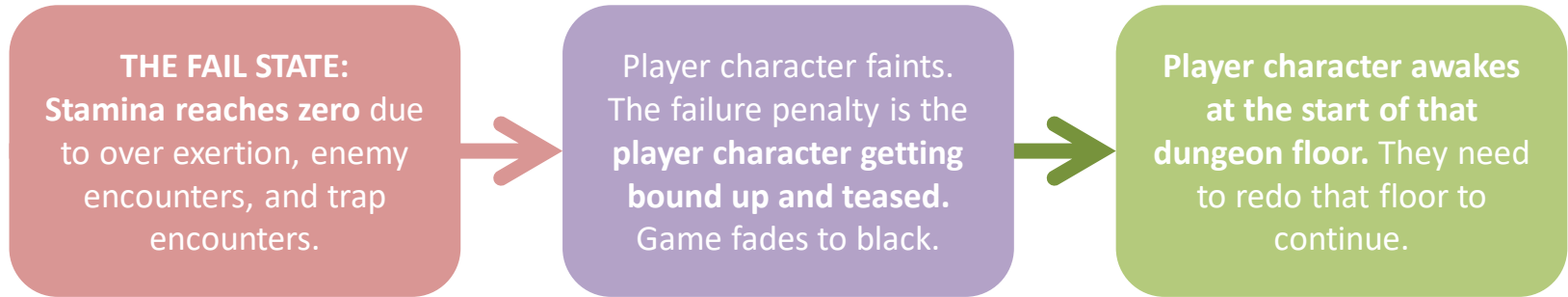
4: When enemies health reaches zero. Player can attempt a final bind to disable the enemy.

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

Next Game Idea 1: Prisoner Rescue Flow



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.

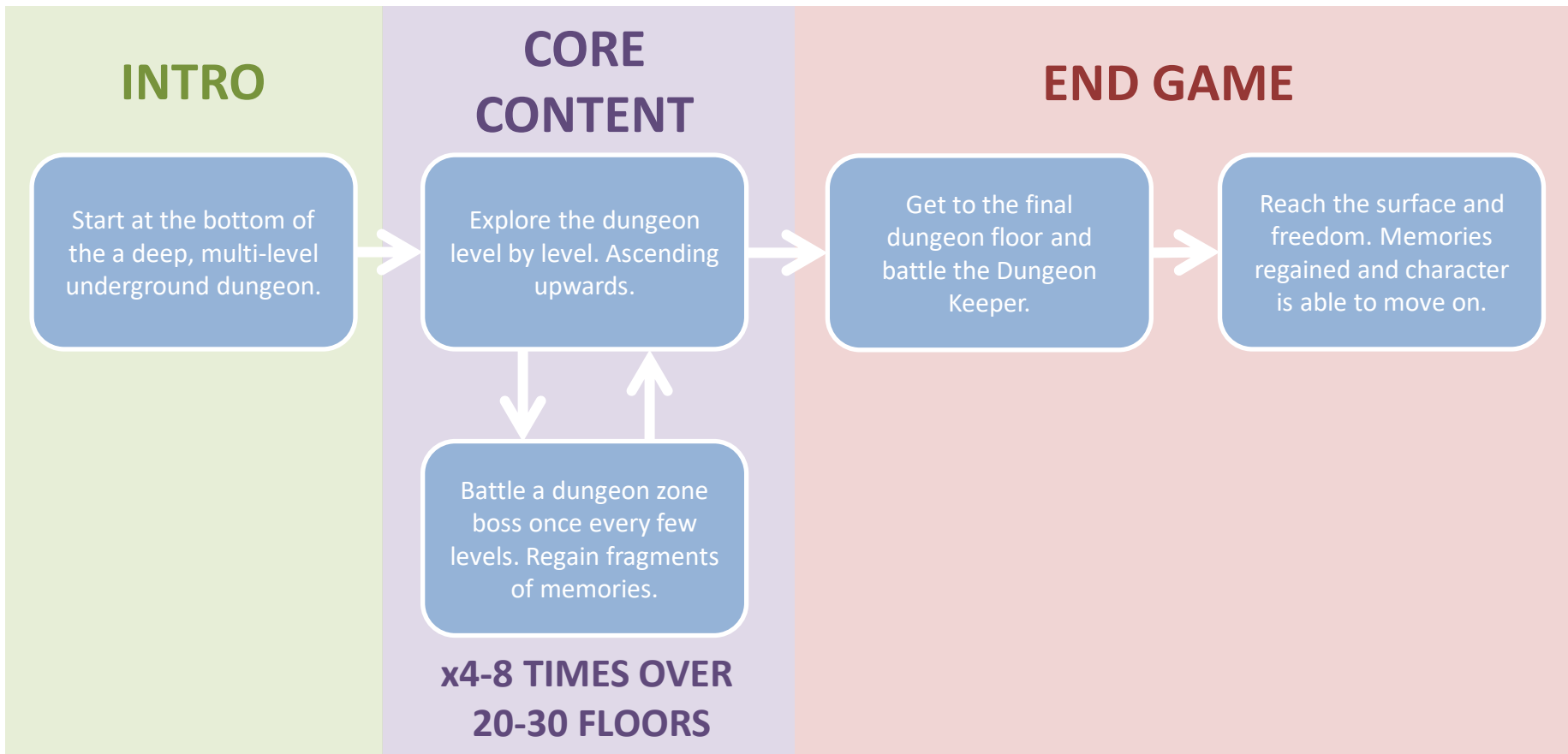
AGAINST TRAPS:

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?



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.

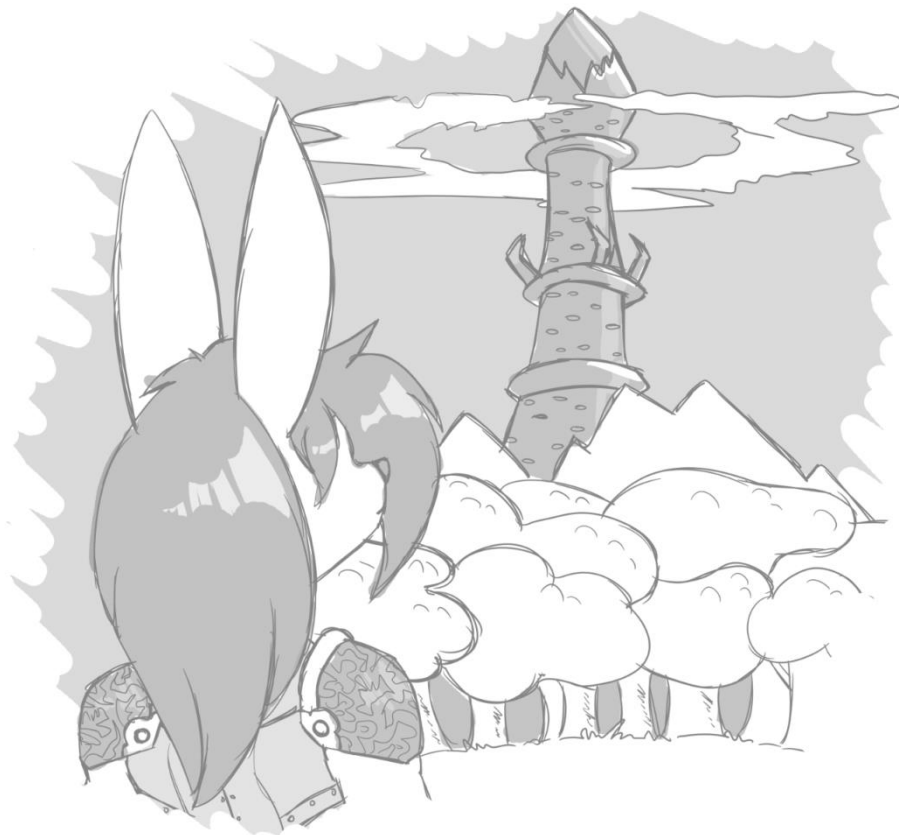
Next Game Idea 2: The Plot

The remote town of Silversteam holds a secret. It resides next to a strange dungeon tower built eons ago by a long thought default 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.

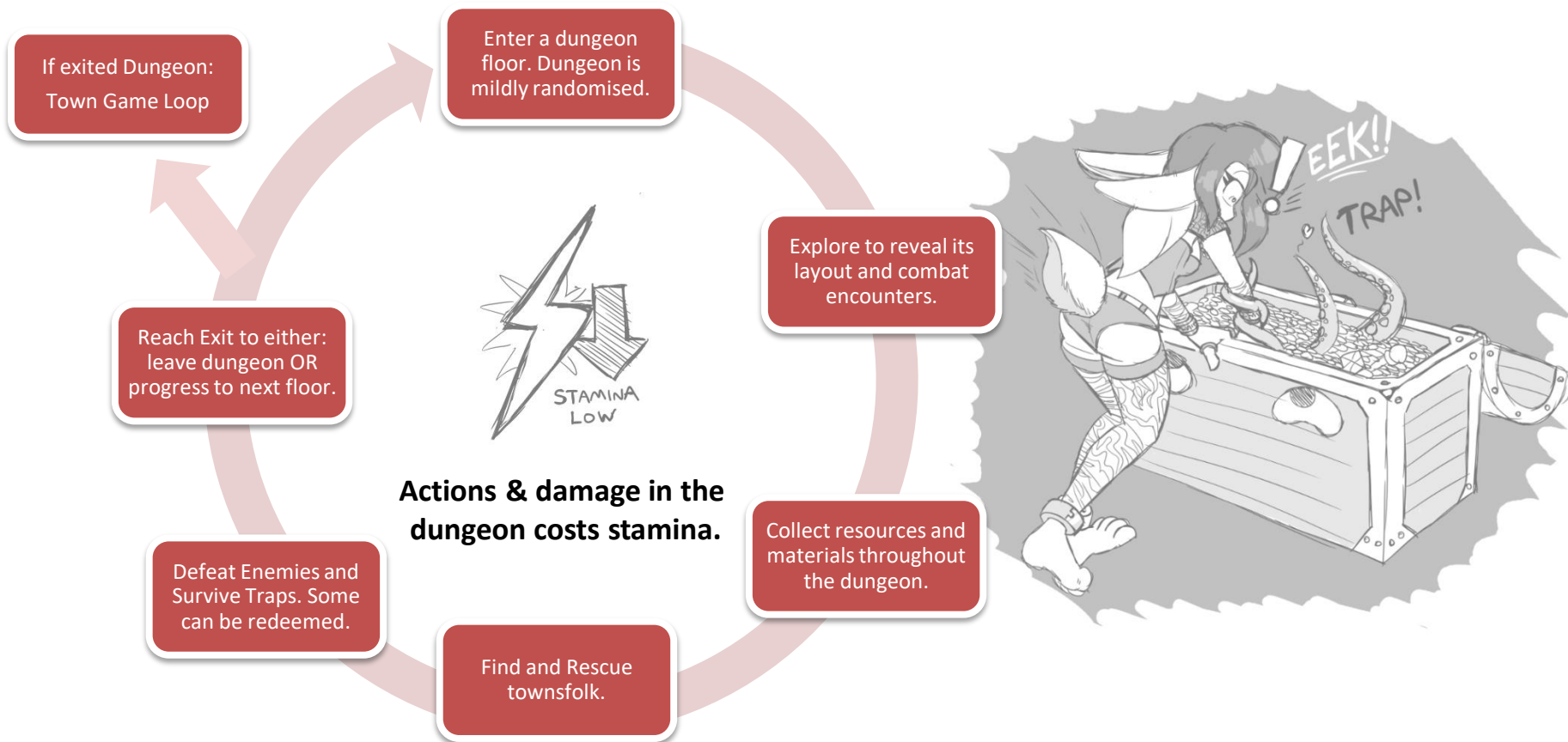
Next Game Idea 2: Core Gameplay Loop



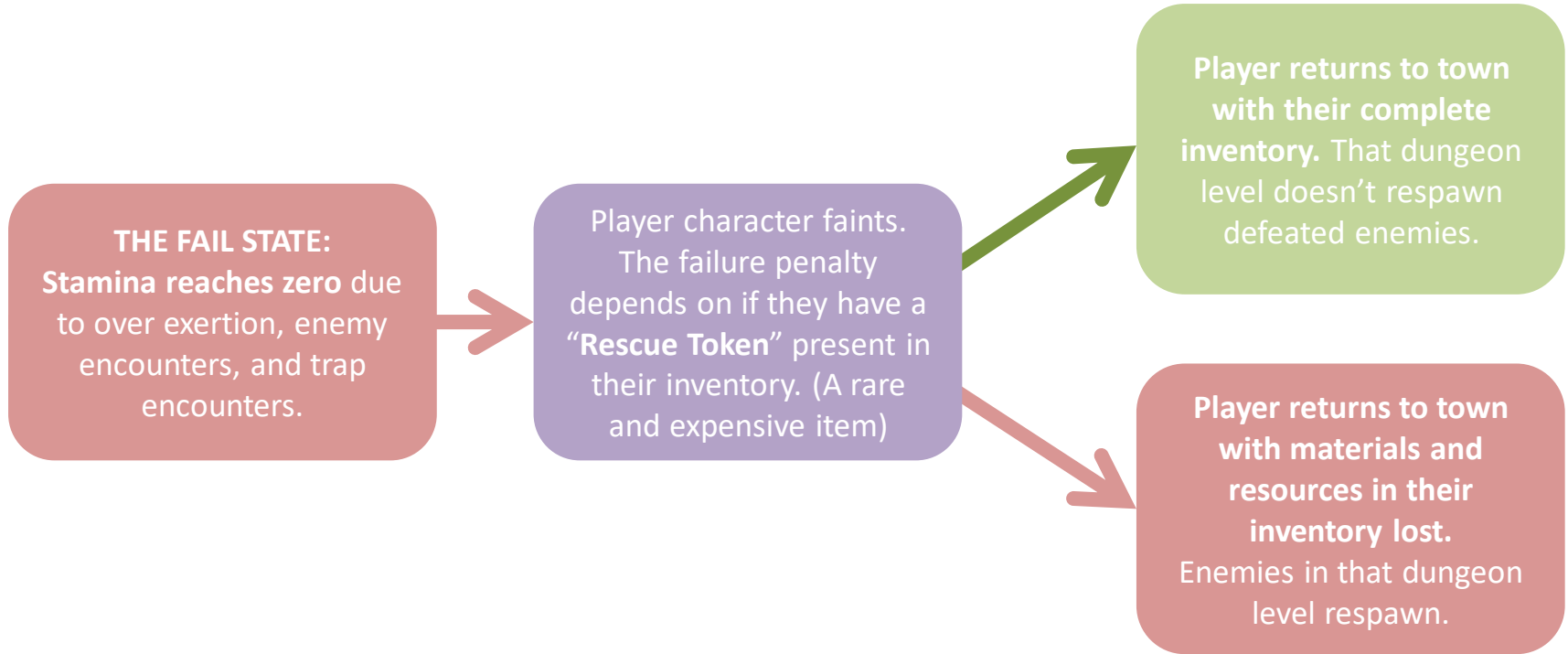
Next Game Idea 2: Town Game Loop



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:

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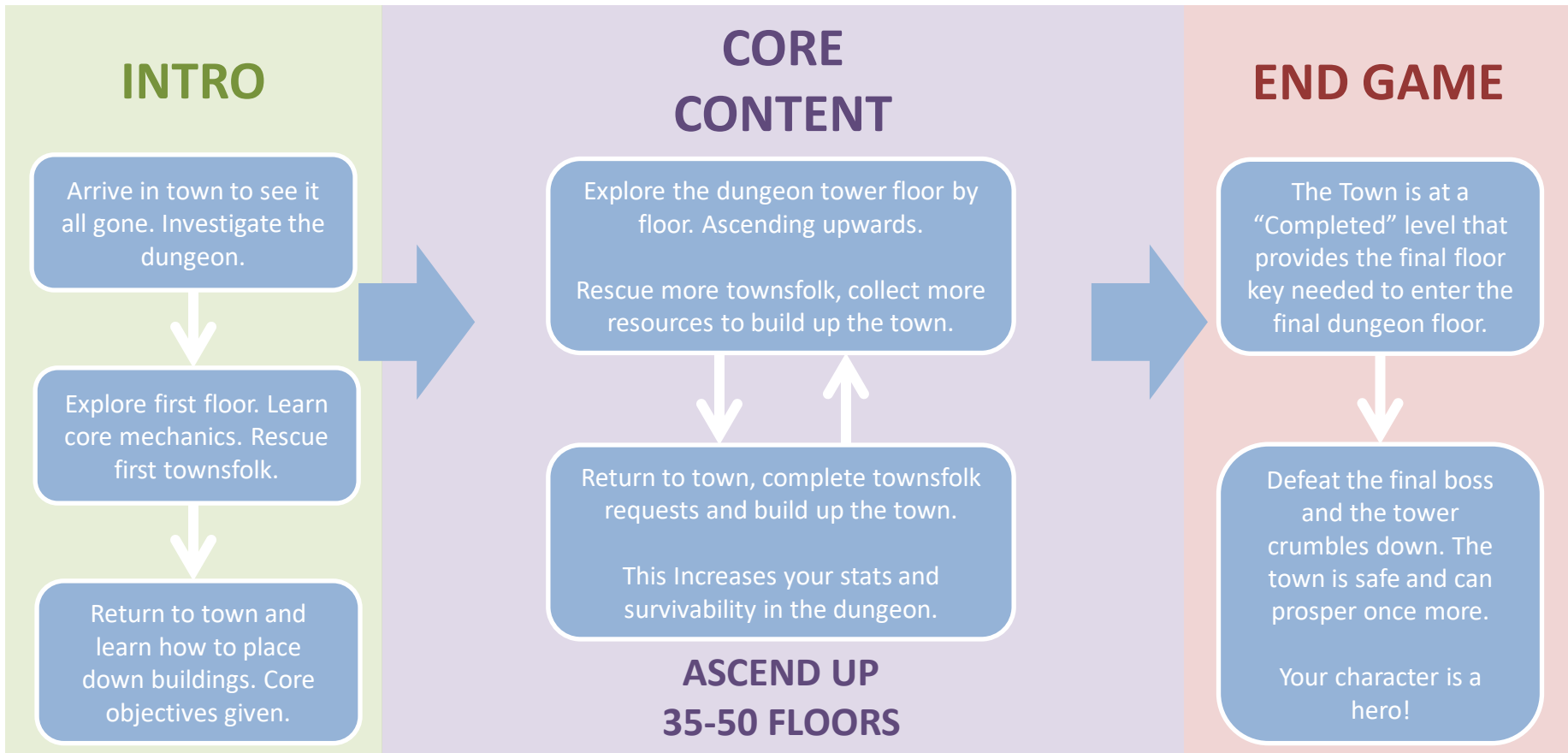
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Next Game Idea 2: What's the Start to End Progression?



Summary Slides:

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 longer to make than IDEA 1
- But would also have more gameplay on offer.

How long will these games take to complete?

A planned “A to B” schedule can't 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 2-3+ years 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!

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And that's the pitch! Thank you!
- Caroo