
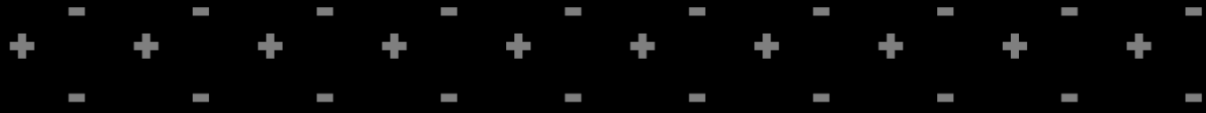




MAGNETISM

A pitch delivered by .Slerp Studio





Magnetism

Play as a furniture assembler at Ubulda, a famous world renowned furniture store. While working a late shift at the warehouse, you managed to find yourself lost. Luckily, you found a magnet gun to help you move heavy furniture out of your path and find that exit.

Experience the puzzle-filled world of Magnetism in a simple, but charming 3D environment with an artstyle similar to “Untitled Goose game” or the “Overcooked” series.

Genre: 3D puzzle game

Platform: Steam on PC

Number of Players: 1 Player

Camera: 3rd person, top-down camera

Length of Play: 10-15 hours

Target Audience: E10+

Hooks

- A variety of magnet puzzles with multiple creative solutions.
- Secret areas and items hidden in every level.
- Play with a versatile weapon (The magnet gun) capable of executing multiple tasks including bringing objects towards or away from you, stealing armor from enemies, or using the magnetic force of stationary objects to hover over the ground.
- Use the environment to your advantage in creative puzzle oriented combat scenarios.
- A multitude of accessibility options to accommodate as many players as possible:
 - Customizable control schemes, Option to change text size, Volume control, and more.

Additional Sources of Revenue

- Extra levels and puzzles in future DLC
- Digital and Physical distributions of the game’s original soundtrack for sale





Story

You're a new worker at the famous renowned furniture store: Ubulda. Your job is simple and it's to assemble furniture in the company warehouse. During one shift however, you find yourself lost in the warehouse and have to search for a way out. As you go around the warehouse, an item from your coworker's desk catches your eye. Upon inspection, you find out the item is a prototype of the "Magnet gun", a gun capable of repelling or attracting magnetic objects (officially manufactured by Ubulda).

The more time you spend in Ubulda, the more secrets you uncover about the company. By discovering hidden areas and completing secret puzzles, players gain more information about the history of Ubulda and their plans for this magnet gun.

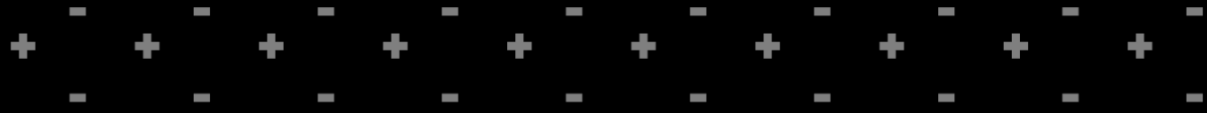
Gameplay

Players can move and control their character with WASD, using the mouse for aiming their magnet gun towards objects or people. Players can switch through two modes of magnetism: positive or negative. Depending on if objects are positive or negative, the player will either repel against the surface or go towards it.

Objects will react in different ways to the magnet gun depending on their properties. Lighter objects can be easily moved around, while heavier objects will move the player instead! Players can solve puzzles by learning the properties of different objects and using them to their advantage.

A majority of the gameplay will have players complete puzzles which will test their knowledge of the game's mechanics. The puzzles will be designed for multiple approaches to encourage out-of-the box thinking and creativity with the tools the players are given.

During the level, Players may come across secret areas or hidden puzzles that, if solved, will award players an achievement to reward their persistence. The hidden puzzles will be more advanced in comparison to the main level puzzles, which will make solving them a challenging, but rewarding accomplishment.



The Magnet system

Two modes

The magnet comes with two modes that affect the polarity of the gun. Players can choose for the gun to emit negative waves to repel negatively charged objects and attract positively charged objects or emit positive waves to repel positively charged objects and attract negatively charged objects.

Threats with changing polarity

Exhausted loyal employees may find you running around with the magnet gun. Utilizing their own polarity shifting tools, the employees can change their polarity to be negatively or positively charged to mess with you. Outsmart those employees by stealing their equipment and tools, or simply repel them towards a conveniently placed endless pit.

Building on Experience

With their combined experiences and skills, .Slerp Studio's developers are strong and unified. Having worked on numerous projects together, the team is no stranger to the development process. The emphasis on a team direction makes the game development environment and workflow more stable. In terms of cooperation, timely feedback and communication on issues help make sure that everyone is on track. Through building on our experience in the past, we are able to use all our soft skills and hard skills in our arsenal.

About .Slerp Studio

.Slerp Studio is a new independent game development team formed over two years ago, made up of a passionate team of 5 developers. In .Slerp Studio, making fun and enjoyable games is of the utmost importance, with Magnetism being no different. For Slerp Studio, to remain creative and happy is part of their philosophy.

