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FatherhoodGame.Com
Pitch Deck 2023

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Fatherhood is a 2.5D Side-scroller atmospheric war survival adventure where players take on the role of a father who must navigate through the dangers of war to make the sacrifice and save his blind daughter.

The game features a unique hugging mechanic, multiple endings, and challenges affected by player choices, all wrapped in an emotional story and immersive atmosphere.

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A short trailer of FATHERHOOD to show gameplay and atmosphere



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Game Story Theme

In this story-driven game, they attempt to escape a fallen city and reach safety, the father is faced with increasingly difficult moral decisions in order to protect his blind daughter.

The game's core themes are sacrifice and decisions that affect the destiny of the main characters.

The story will be told through dialogues, personal journals, and environmental storytelling.



References



USPs & Features

Emphasis on Father-Daughter Relationships:

Hugging mechanic that reinforces the bond between the father and his blind daughter, reducing her anxiety and preventing her from crying, which could attract enemies.

Immersive Atmosphere:

Rich and immersive atmosphere and story, designed to evoke emotions and highlight the devastating effects of war.

Impactful Choices:

Impactful player choices lead to multiple endings and make the game feel personalized and add replay value.

Music:

Dynamic music score that includes sounds of war and traditional music from the game setting, evoking different emotions based on the player's actions and choices.





One of the atmospheric scenes of the game



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Hugging Mechanic

Fatherhood uses multiple gameplay mechanics to create a deeper experience of the father-daughter relationship in war

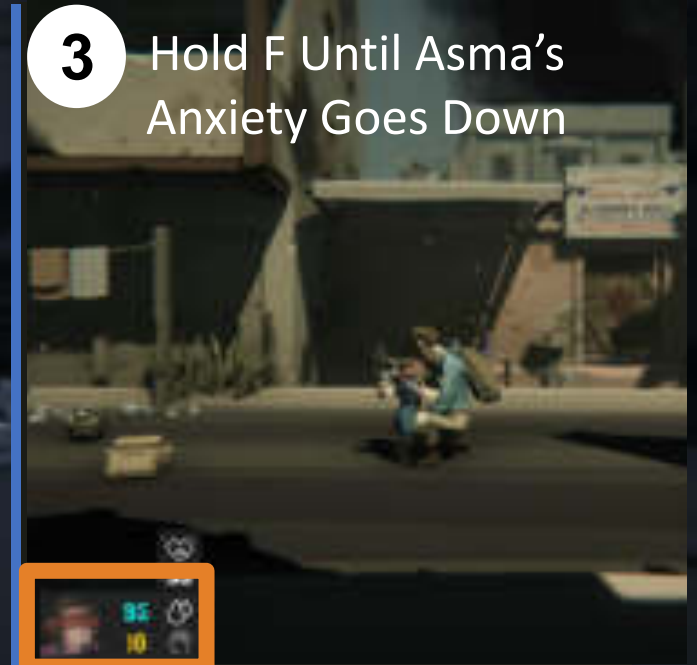
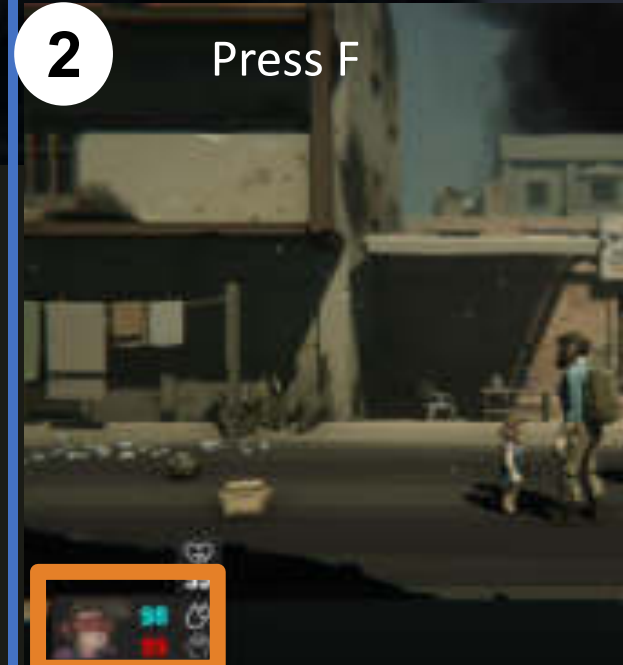
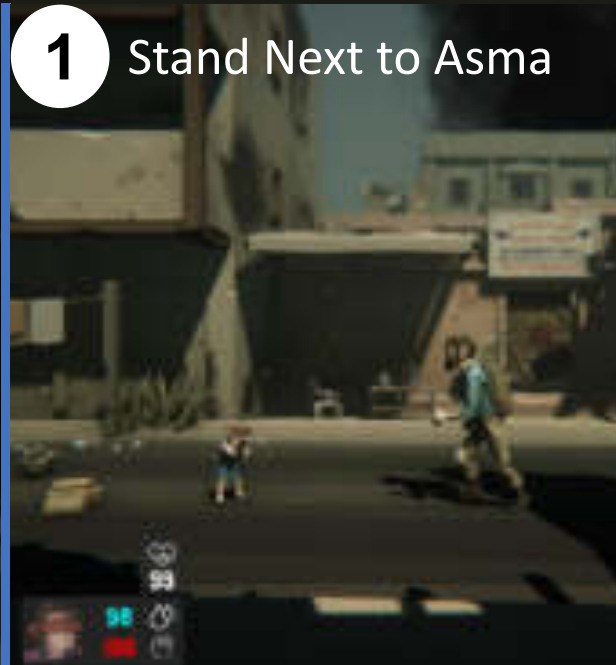
Everything comes down to the relationship between **BASIR** and **ASMA**



Hugging Mechanic Explain

- Basir's little daughter, Asma, is blind, so he must hold her hand tightly to guide and protect her.
- In urgent situations, letting go of her hand increases her anxiety and stress, causing her to cry.

- Basir must act fast and can't leave his daughter's side.
- He holds her in his arms, hugging her tightly, trying to soothe and protect her.



They must keep moving, searching for a safe place where Asma can live a normal life, explore the world without fear. For now, all they can do is hold each other's hand and hope for a better tomorrow.

Game Loop



1 Search the Environment for Useful Resources



2 Collect and Store Necessary Resources



5 Decide on important events



3 Manage Items in Inventory Between Basir and Asma



4 Sneak past enemies and find their way through obstacles



General Gameplay Mechanics

Hand-Holding

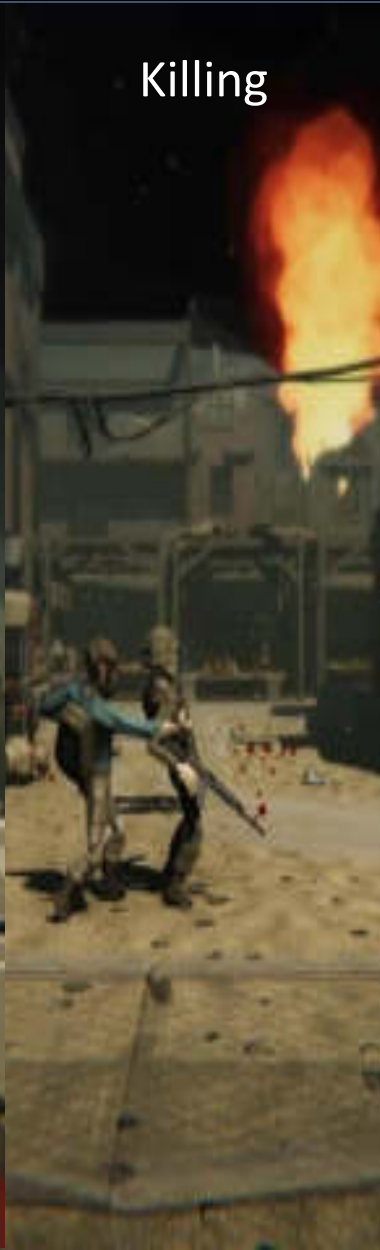


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Carrying



Killing

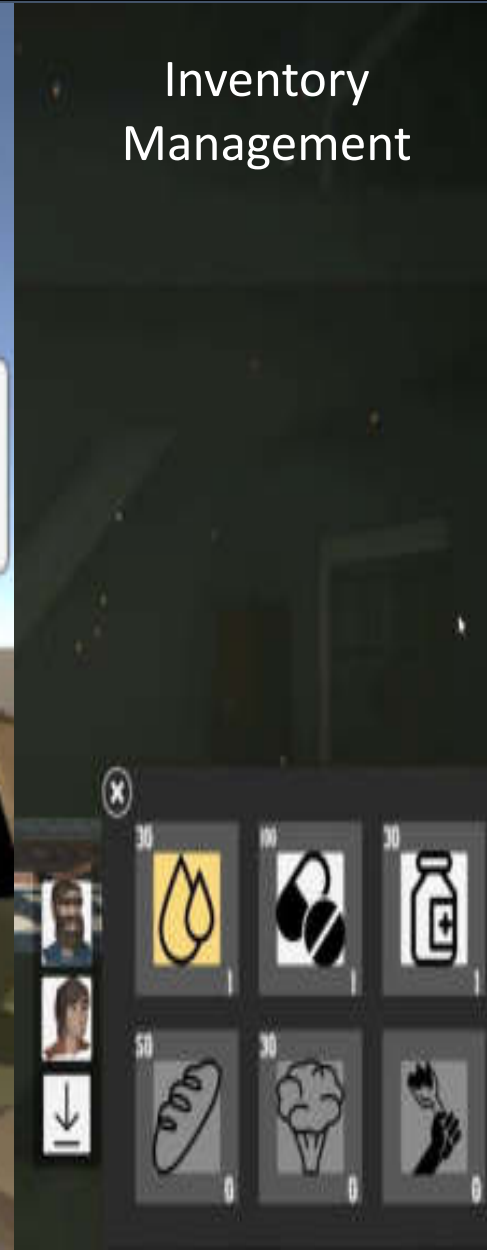


Searching



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Inventory Management



Stealth



DLC

Introducing a brand new chapter to the already emotional story, our upcoming DLC will allow players to meet a crucial character: a young boy whose presence will significantly impact the main story.

With this DLC, we aim to offer an additional layer of depth to the game's narrative, ensuring a truly unforgettable experience for our players.

Partnership

We're seeking **€80K**
to complete the development.

Also, these services:

- PR & Marketing
- Sales & Support
- Influencer Outreach
- Community Management
- QA & Localization
- Console Ports

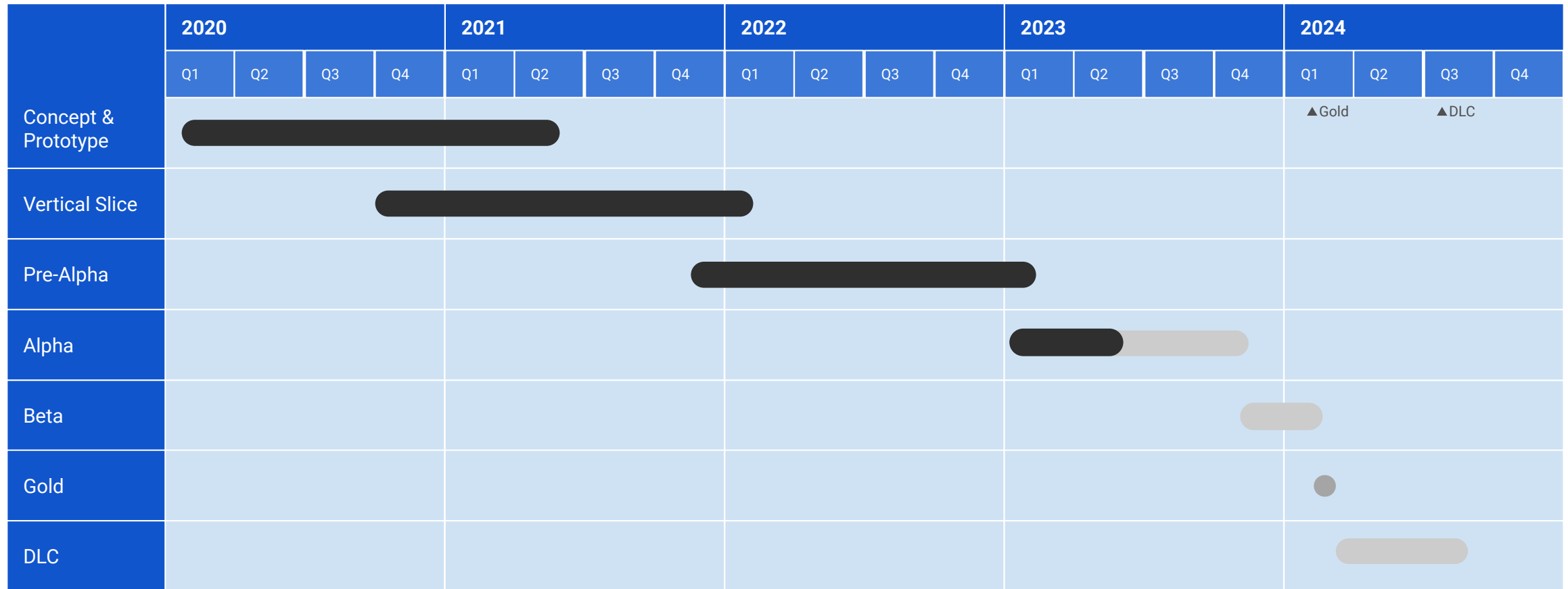
Development Cost Title	Costs
Dev (Programming, Design, ...)	EUR€ 40,000
Art (3D Art, Animation, UI)	EUR€ 60,000
Music & SFX	EUR€ 15,000
Overhead / G&A	EUR€ 25,000
Total	EUR€ 140,000

Secured Fund	Amount
Digital Dragons Accelerator Grant	EUR€ 60,000
Total	
Development Fund	EUR€ 80,000

In addition to development, our involvement includes creating all necessary marketing content such as screenshots, videos, and other promotional materials.



Production Roadmap



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Over 10 years of experience in the game industry developing creative and fun video games

BIC 2022
Busan Indie Connect
Excellence in Social Impact

indie cup
NOMINEE
Rising Star Award
CENTRAL & EASTERN
EUROPE 2022

BIC 2022
Busan Indie Connect
Excellence in Narrative

XBOX

Digital Dragons
@ XBOX
ACCELERATOR

Official Selection
Tokyo Game Show
Indie Game Area
2018

2018
LUDICIOUS
Emerging Talent
Nominee

Official Selection
Unite Europe
Amsterdam
2017

Amir Nazari
Developer and
Game Designer

Mohammad Babaei
Music Composer

Mahdi Sadri
Team Lead and
Business Developer

Ashkan Keshavarz
3D Artist

Ali Ashoori
Story Writer and
Narrative Designer

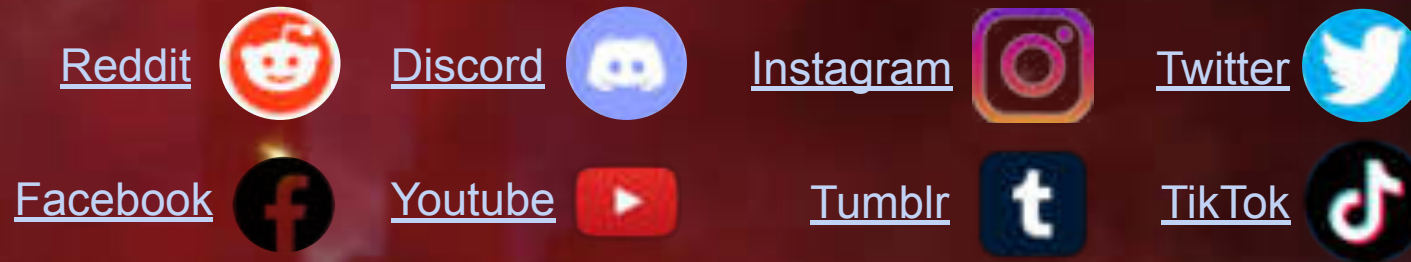


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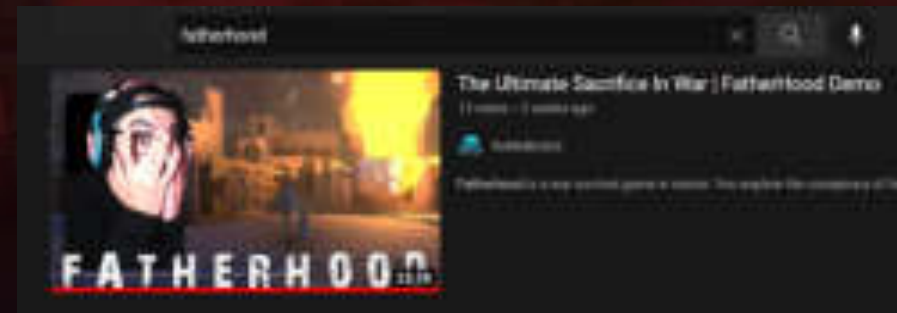
Our games were nominated or officially selected by some famous international events like Indie Cup, LUDICROUS Zürich Game Festival and Tokyo Game Show.

Community Engagement

- We are pleased to report that the recent social media sharing of our game has received very positive feedback. To see more of our social community, please visit:



- The focus on a father-daughter relationship will help attract a community of dedicated fans. Fatherhood may remind these fans of similar well-received duos, like Joel and Ellie from The Last of Us.
 - [Fatherhood test by a volunteer streamer](#)
 - [SpiffyInfo short look about Fatherhood Demo](#)
 - [indie-news journal about Fatherhood](#)



Conclusions

Side-scrolling war survival adventure where players assume the role of a father protecting his blind daughter that features a unique hugging mechanic, multiple endings, and player-choice-driven challenges, all wrapped in an emotional narrative and immersive atmosphere

Fast Facts:

- **Genre:** Adventure and Survival
- **Audiences:** People who interested in atmospheric and survival games
- **Artstyle:** Low Poly and minimal
- **Story genre:** War, Drama
- **Platforms:** PC at first and then later support to the consoles
- **Engine:** Unity
- **Gameplay length:** 190 minutes

USPs & Features:

- **Emotional storytelling and the father-daughter relationship.**
- **Hugging mechanic**
- **Immersive atmosphere**
- **Impactful player choices lead to multiple endings**
- **Emotive music**



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Thank You!



Please keep in touch:

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www.FatherhoodGame.com

[PressKit link](#)

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