



# Grounded God

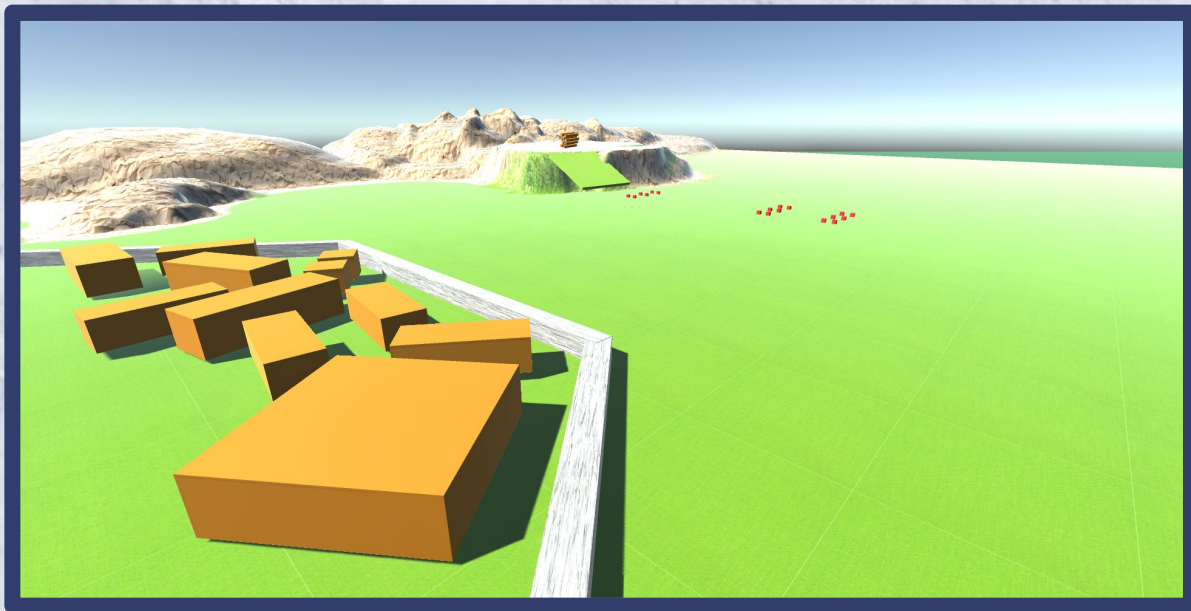


A game by Let It Bit Studios

# Grounded God



Play as a Demigod who can use any means necessary to protect humans from danger in this VR game where Black & White meets Job Simulator



Genre: VR God Game

Release date: May 2018

Platform: PC

# Key strengths



Reign over the valley and interact with the landscape

Use the world to save the villagers from demons and natural disasters

Discover new game mechanics with the passing of time



# Game Universe



Set in the Classical World

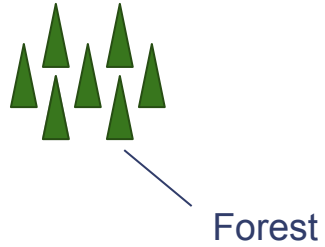
Colorful Low Poly Art Style



Godus

Divinities, villagers and demons

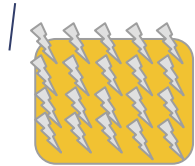
# Game Play



River

Bridge

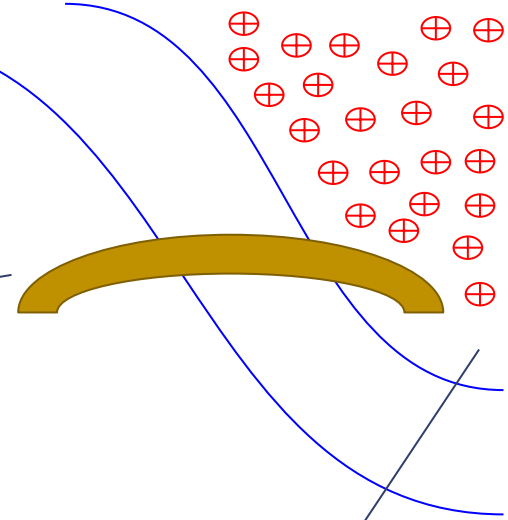
Wheat field



Town



Enemy Forces



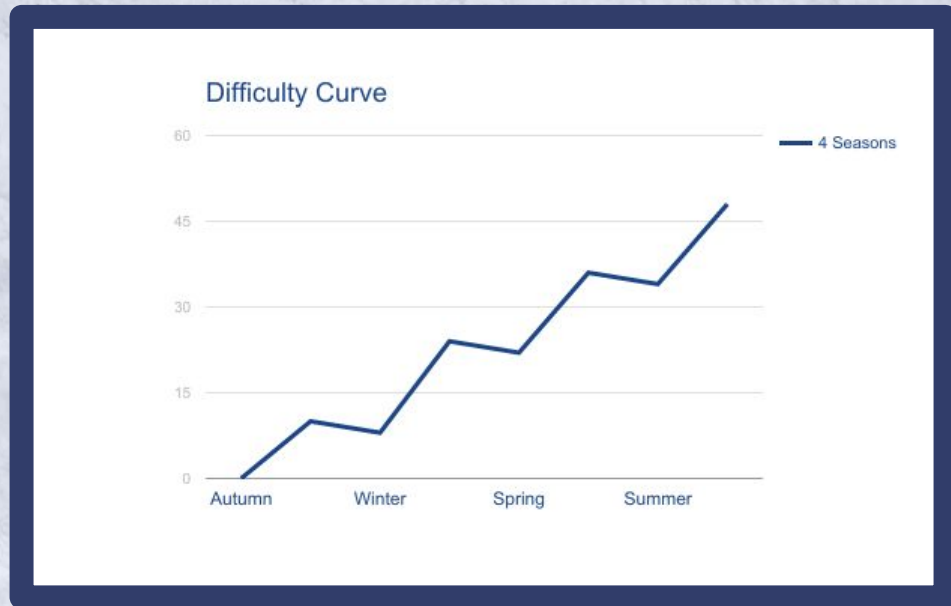
# Game Structure



Players are assigned an objective

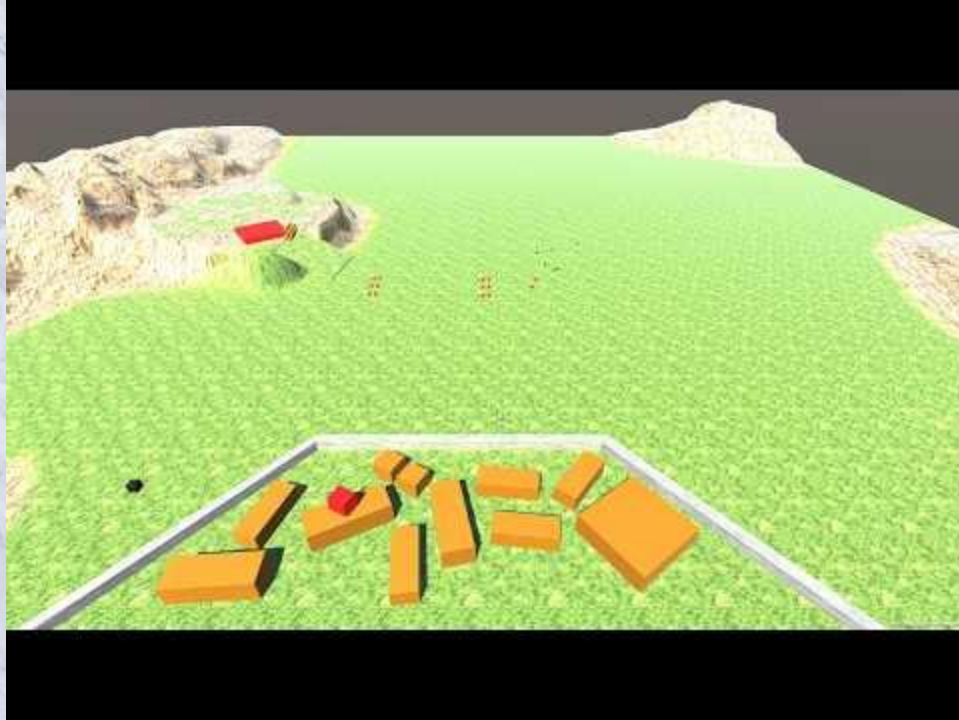
Limited time to find a solution

Every season introduces  
different mechanics





# Game Demo



<https://youtu.be/TIvcg2NAgTc>

# Technical Design



## Why Unity3D?

- Ease of use
- Personal experience
- Community: Unity Connect



# Risks



Will the gameplay work?

- Quick prototyping

Am I being too ambitious?

- Focus on gameplay rather than visual effects, remove season system

Will we get VR headsets?

- I'll get my own

# Market



# Timeline





# Team Members



Leonardo Bitti - Game Designer

Otavio Pliger - Programmer

Massimiliano Voccia - Concept artist

Tobias Persson - Assistant programmer



Cheers