

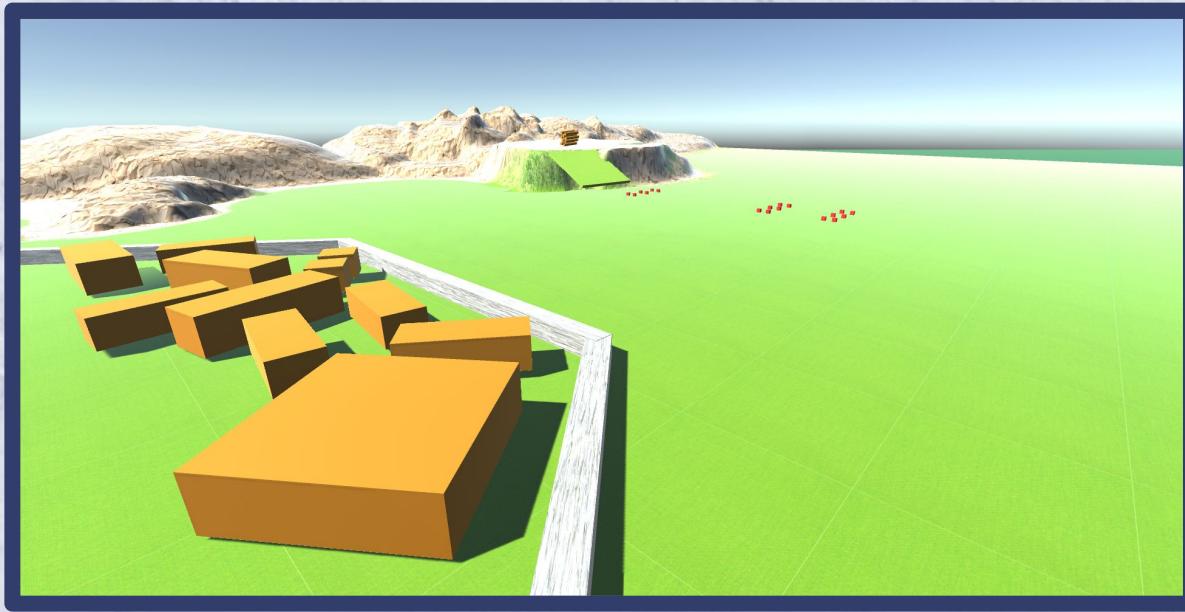


A game by Let It Bit Studios

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



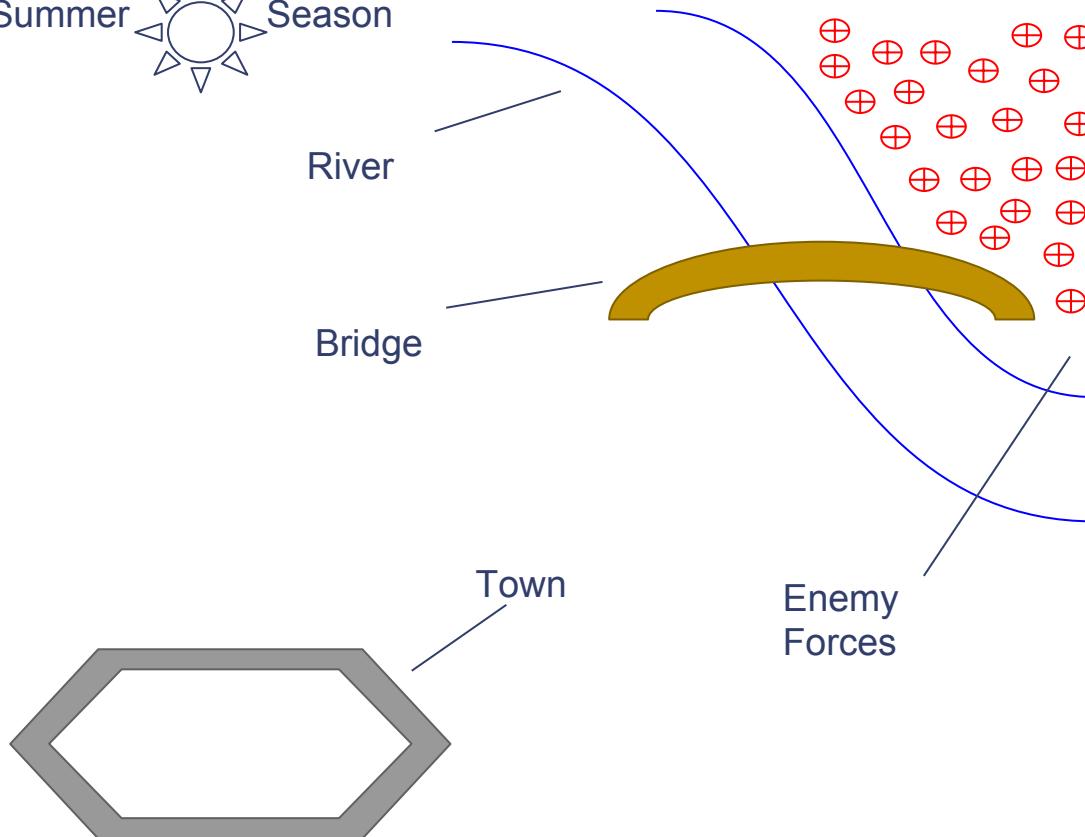
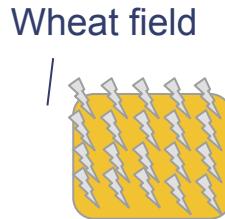
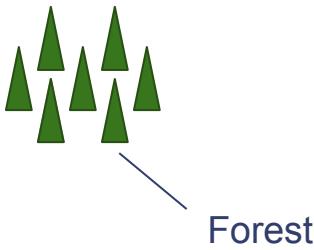
Set in the Classical World

Colorful Low Poly Art Style

Divinities, villagers and demons



Game Play



Game Structure



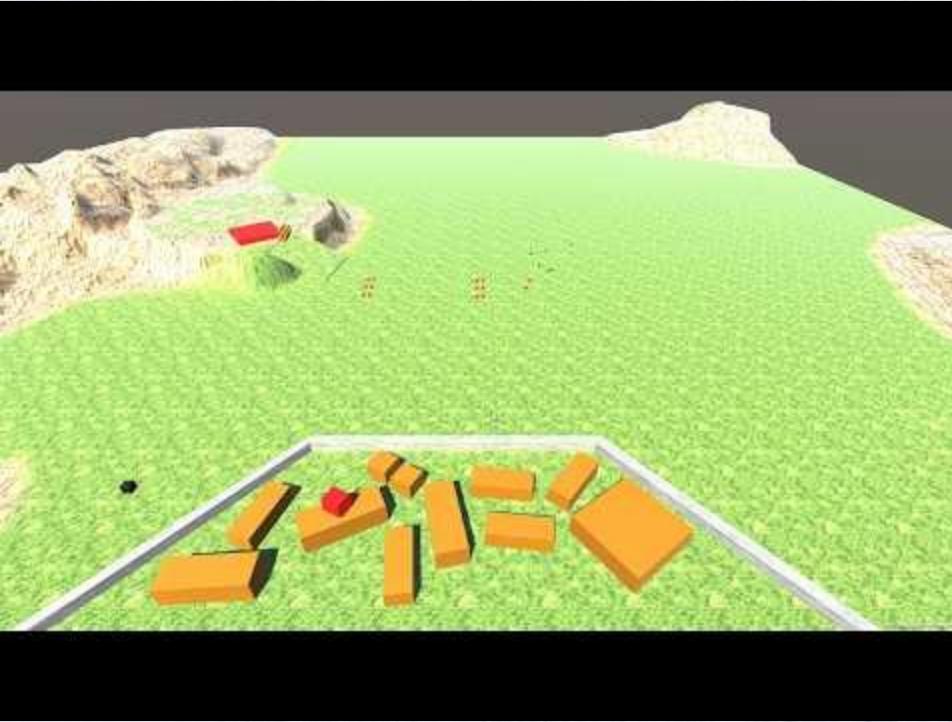
Players are assigned an objective

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



May 2017

Dec 2017

Feb 2018

April 2018

May 2018



Prototype

First Playable

Alpha

Beta

Release

Team Members



Leonardo Bitti - Game Designer

Otavio Pliger - Programmer

Massimiliano Voccia - Concept artist

Tobias Persson - Assistant programmer



Cheers