PITCH

MAX MADNESS

THE GAME

INDEX

INTRODUCTION

Max, the protagonist, is constantly pushed to the brink of madness by the world and its situations. However, he channels this madness into a driving force, fueling his determination to overcome obstacles and stay committed to finding his daughter.

"The mind behind the idea and main concept of the game is Rodrigo Banzato, founder of Rodrigo Banzato Cia Ltda. This is not his first venture into game development; it's his fifth game project. For more information, visit www.rodrigobanzato.com

GAME CONCEPT

This game is a fast-paced FPS/TPS action RPG with survival elements, designed for fans of post-apocalyptic worlds. It offers a rich experience with freedom of exploration, intense gunplay, and a dark, realistic narrative that explores mature themes."
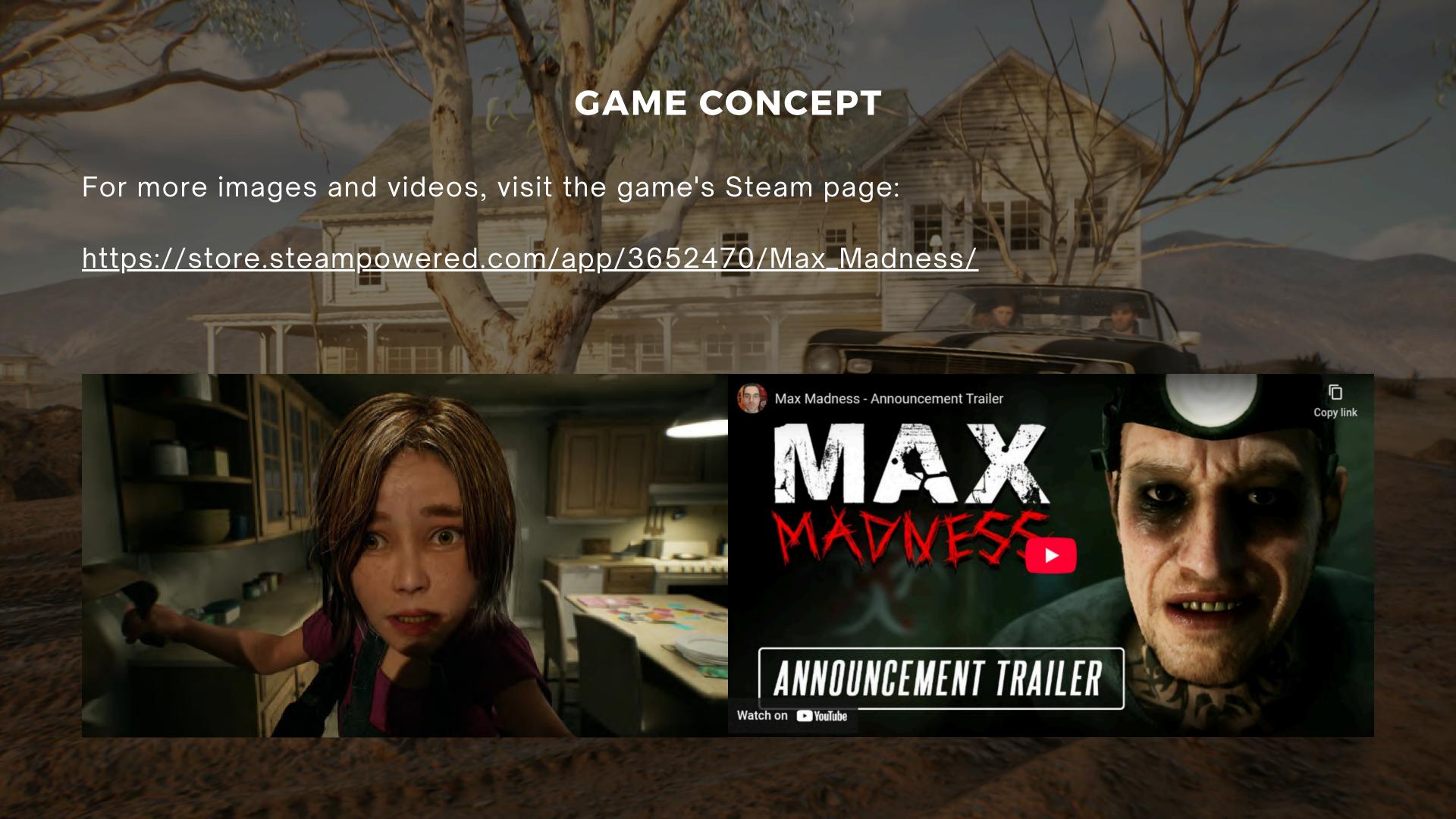
GAME CONCEPT

The game's overall design is focused on realism, with a dark and ominous tone, leaning more towards horror than colorful visuals. With mature themes, it elevates the horror experience to a new level, featuring incredible interactive first-person scenes.

GAME CONCEPT

The environment is vast, with destroyed buildings, burned-out houses, and immense freedom to explore each region. As you venture out, you may encounter friends, enemies, or environmental hazards like radiation lakes, quicksand, and more.

GAME CONCEPT

For more images and videos, visit the game's Steam page:

https://store.steampowered.com/app/3652470/Max_Madness/

UNIQUE FEATURES

Among the game's exclusive features, we can highlight:

- First or third-person gameplay
- Exclusive Madness Attack System
- Explore a vast open world with mysterious and treacherous locations
- Dynamic relationships: forge alliances or make enemies, with choices that impact the story
- Character progression: evolve your skills to face formidable enemies and creatures
- Action-packed gameplay: use weapons and vehicles to achieve objectives
- Survival mechanics: manage resources and avoid deadly radiation"

Experience the thrill of survival in a post-apocalyptic world, where every decision is crucial and every encounter can be fatal. Feel the adrenaline rush of exploring hostile environments, scavenging for scarce resources, and facing off against lethal creatures. With engaging gameplay and a dark atmosphere, this game promises to recapture the excitement and challenge you love in games of post-apocalyptic worlds.

GRAPHICS AND SOUND

For graphics, we're leveraging the power of Unreal Engine 5, enabling rapid production of animations and facial expressions with Meta Human and other cutting-edge features.

We also utilize assets from FAB to accelerate production, while prioritizing customization and creation of unique assets. For sound design, we draw from FAB assets and other libraries, but also create original music and sound effects to enhance the gaming experience.

Our game is optimized for global appeal, with support for multiple language options to reach a broader audience worldwide.

PLATFORMS AND MONETIZATION

We're equipped to release the game on Steam, complete with features like Achievements and other details.

With a publisher, we hope to expand to other platforms, including Xbox, PlayStation, and Nintendo.

Our ideal scenario involves a premium monetization model, with potential DLCs and a possible sequel.

SCHEDULE AND TEAM

For complete development, we've set a 20-month production timeline, which will feature a vast open world with multiple bases of varying sizes and numerous unique characters.

The intricacies of our design are outlined in our comprehensive Game Design Document, which we'll share at the appropriate time.

Our team, consisting of 5 experienced members and several contributing partners, brings significant game development expertise to the project. Estimated production costs range from $200,000 to $250,000, depending on the scope and investment goals. Further details on the team, schedule, and costs can be found in our detailed Business Plan.

CONCLUSION

Players of post-apocalyptic games often enjoy exploring ruined worlds, scavenging for resources, and surviving against harsh environments and hostile enemies. They also appreciate the freedom to make choices that impact the story and gameplay, as well as the thrill of uncovering hidden secrets and encountering unexpected events. The sense of resilience and accomplishment in the face of catastrophic odds is a major draw. These players enjoy games like:

Fallout 3 (12 million copies)
Stalker 2 (2 million copies)
Metro Exodus (8 million copies)
Dying Light 2 (10 million copies)
Fallout New Vegas (12 million copies)
Wasteland 3 (2 million copies)
Days Gone (9 million copies)
Chernobylite (1 million copies)

CONCLUSION

We're excited about the journey ahead and are committed to crafting a standout game that makes a lasting impact in the industry.

That's just the beginning of a great development process that you might be a part of. Feel free to contact us for further information and access to our detailed GDD and Business Plan.

Contact:

Info@rodrigobanzato.com

Whatsapp +55 11 976522664

www.rodrigobanzato.com