LOST TEENS COMPETE IN AN **ACTION-MOBA**
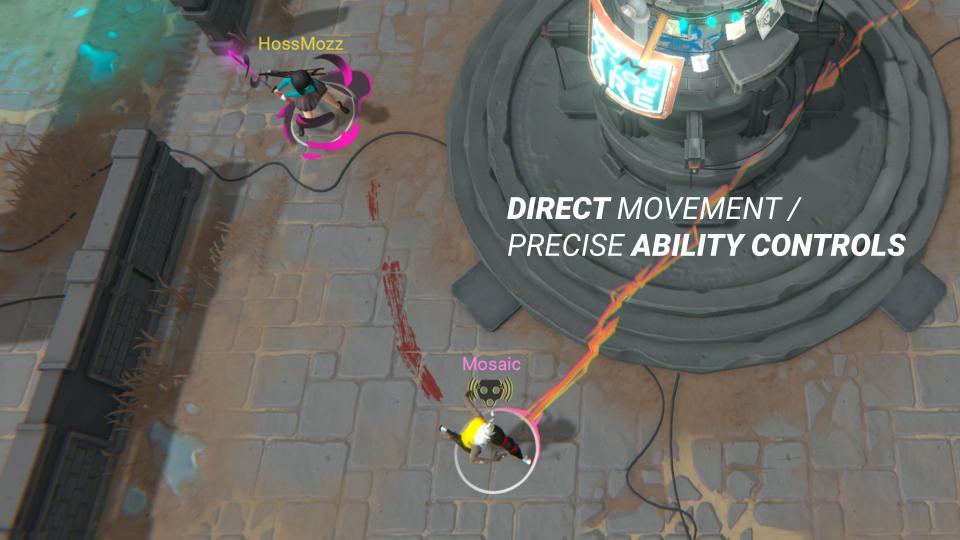
WITH SHORT AND INTENSE MATCHES

I. STRATEGIC ACTION

COORDINATION /
TOP-DOWN VIEW

HossMozz

DIRECT MOVEMENT /
PRECISE ABILITY CONTROLS

Mosaic

LEAGUE OF LEGENDS

VALORANT

STRATEGY ▶

◀ ACTION

II. FAST BUILD-UP

INTENSE **TEAM BATTLES**
NO **HEALTH POINTS**
IMMEDIATE RESPAWNS

KILLS COUNT TOWARDS **VICTORY**

DEATH, *OPENS THE DOOR TO* **POWERUPS**

FAST ROUNDS ▶   ◀ **PROGRESSION**

III. RELATABLE MISFITS

WEIRD **TEENAGERS** /
DISTINCTIVE
VISUALS
AND **PERSONAS**

RELATABLE,
WITH THEIR **FLAWS**
AND **STRENGTHS**

UNIQUE **ABILITIES**

AND THERE'S MORE!

ART STYLE:
ANIME-ESQUE

- READABLE

- RECOGNIZABLE

- STRIKING

TECH:
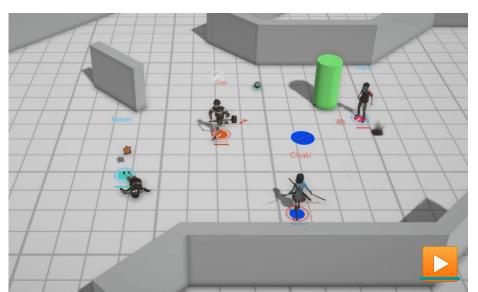## *BEHIND THE CURTAIN*

- MINIMAL & CROSS-PLATFORM CLIENT
  BASED ON UNITY / PC FIRST / MOBILE READY.

- LOW LATENCY & COST OPTIMIZED SIMULATION
  CUSTOM UDP PROTOCOL / RUNNING AT 120HZ ON A AWS EC2 T3A.NANO INSTANCE.

- SECURE GLOBAL SERVICES
  MATCHMAKING, CHAT & PERSISTENCE (ACCOUNTS, OWNED ITEMS, ACHIEVEMENTS,..).

STATE OF PLAY

REGULAR **PLAYTESTS** DURING CONCEPTION FOR FEEDBACK / VALIDATION

WHO WE ARE

Hossein Maktoufi

Visual Development Artist / Art Direction / Creative Game-Designer

B.A. in Sculpture. Concept & 3D art, Illustrator, Writer.

8 years of game development experience. (Klang: Seed MMO, Moebius Games: Exotic Matter)

Other: Freelance projects, Lecturer at BTK-UE / Game Art.

Michael Nischt

Technical Game-Designer / Programmer / Producer

M.Sc.in Computer Science. Core Expertise: Data-Structures & Algorithms, Graphics & Network programming.

10 years of professional game development .Mainly MMOs (Klang: Seed MMO, Sandbox Interactive: Albion Online).

5 years of R & D: computer graphics, computer vision and human-computer interaction (TU Berlin, Deutsche Telekom).

Side quests: Lecturing & Head of Programming (Games Academy).

THANK YOU

WE HOPE YOU ENJOYED THE CONCEPT.

DON'T HESITATE TO CONTACT US IF YOU

- *HAVE FURTHER QUESTIONS*
- *WANT FUND US*
- *OR ANYTHING ELSE!*

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