DUNGEON SANDWICH

KONGREGATE
LAUNCHPAD

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Elevator Pitch

Ye Olde Sandwich Shoppe stands as the final frontier of food in the midst of a famine that has stricken the countryside! Unbeknownst to restaurant goers the chicken here is actually Kobold, the beef is Dire Rat, and the jam is Slime! With a dungeon beneath the restaurant, a clever cook can thrive fine even in the middle of a famine! As the proud cook at hand, you'll need to satisfy Dwarves, Elves, and Peasants alike without anyone catching onto your unsavory secret!

Features

- Easy to Pick-Up and Play
- Quick Play Sessions
- Filled with Fun Fantasy Tropes
- Robust Progression Tree
- Simple to Learn Controls
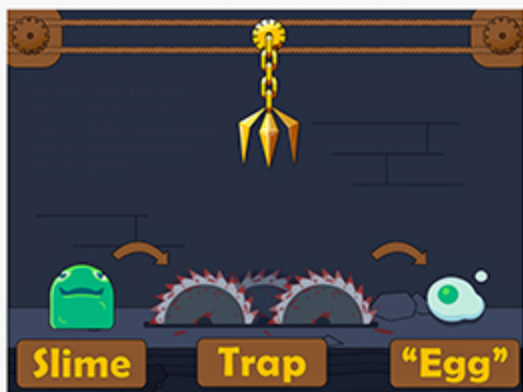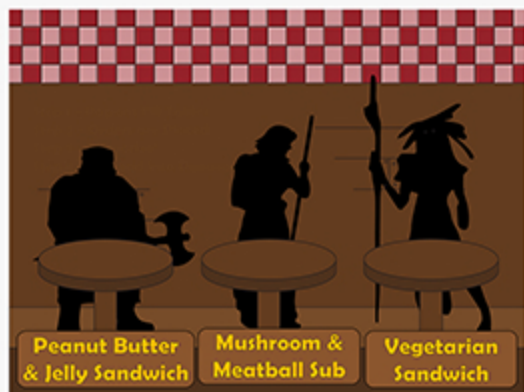- Tasty Sandwiches!

Gameplay Overview

As patrons fill your humble little sandwich shop you'll need to remember their orders before stepping into the 'kitchen' to whip up their order!

By lowering a giant grab claw into the dungeon below your restaurant you'll have access to an assortment of exotic ingredients. Kobolds don't come pre-cooked of course, so you'll need to resort to the still active dungeon traps to slice, dice, and cook up your delicious 'chicken'!

You'll need to be quick though, your patrons won't wait forever for their meal! And your claw isn't invulnerable against traps, mimics, or dragons which may prematurely end your grocery run.

Once you've collected your ingredients, you'll need to assemble the meals. You may prioritize feeding Adventurers and Royalty first though! Without their generous cash flow, how else can you hope to upgrade your humble shop with more table space, a local bard to distract them and give you extra time to collect, or with skeleton keys to unlock new dungeon areas.

| Peanut Butter & Jelly Sandwich | Mushroom & Meatball Sub | Vegetarian Sandwich |

| Slime | Trap | "Egg" |

Conceptual Mock Ups

The two scenes above illustrate the concept for Restaurant and Dungeon sections of the gameplay loop. They are not indicative of final product.

Art Reference Guide

Dungeon Sandwich needs a nice art style that will transition well between mobile and web. We will develop things with a textured vector style drawing reference to Castle Crashers, Zinkase, and Catacombs.

Bretton Hamilton - Designer & Artist

Bretton Hamilton is a globe-trotting game designer living in Sydney, Australia. He leverages his art and technical skills to compliment his team and designs. While he specializes in level design, system design and project management he has worked on several indie projects as a 2D Artist and Animator. Bretton has an extensive background with Game Jams, having participated in 16 Game Jams since Global Game Jam 2014. The flagship company he designs and releases games under is **Stagwood Studios.**

Richard Hill - Programmer

Richard is the team's programmer with over 12 years experience in the web/digital media/game dev space. He is a veteran of over 20 game jams. His expertise in game programming allows us to quickly get prototypes up and running within short time frames. The majority of the projects he has worked on are for web applications and mobile games. His flagship company is known as **Imbue Games.**

New Game, Old Partners

Bretton and Richard have worked together on about 12+ Game Jams together over the past few years. They have been friends and work frequently with eachother. With Bretton leveraging his eye for design and Richard's agile and masterful coding background, we are confident this game can be brought to fruition to a quality seen elsewhere in our work.

We've created some notable games together including We of the Woods, BioDefense, and soon, Dungeon Sandwich!

Pre-Production

The current state of development is currently in pre-production. Richard has been protyping core mechanics, and we've discussed our development schedule and implementation pipeline.

Tools

Among the tools we intend to leverage; Richard will be using Unity primarily. Bretton will be using Illustrator, Photoshop, Spine, Unity, and Google Docs to manage the game's art asset pipeline and maintaining design docs.

We will likely use Google Drive for file sharing and version control.

Proposal

We would like to formally develop Dungeon Sandwich over two months for Web **(WebGL/WebPlayer)**. Dungeon Sandwich has the opportunity to stand as a unique twist on the Restaurant Sim/Arcade genre. With your financial and marketing assistance, and access to insight from Kongregate designers regarding the creative vision and direction of the game we are confident that we can produce something fun! **(We'd love to port to mobile too!)**

Thank You!

We hope Dungeon Sandwich is something that sates your hunger for innovation and creativity! Thank you again for taking the time to read over things.

We look forward to hearing back from you!