SHATTERLAND

HELLO! EARTH-DWELLERS!

WE'RE A TEAM OF OPPOSABLE-THUMBED MAMMALS WHO'VE BEEN CREATING GAMES TOGETHER FOR THE PAST THREE YEARS.

WE WERE BORN AS THE GAMING DIVISION OF A SOFTWARE COMPANY CALLED KREITECH.

EVENTUALLY, WE BROKE OUR SHACKLES AND SPUN OFF FROM OUR LESS FUN SIBLINGS TO BECOME A FULL-BLOWN GAME STUDIO
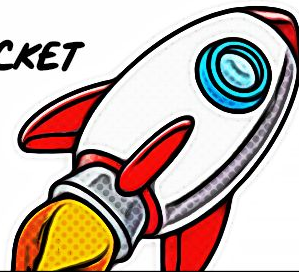
(DON'T TELL THEM WE SAID THAT, THOUGH).

DURING THIS TIME, WE'VE HELPED OVER A DOZEN CLIENTS BUILD AND SHIP THEIR GAMES ACROSS WEB, MOBILE, PC, AND VR...
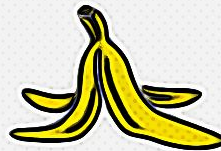
Null Monkey Exception

...AND NOW WE ARE READY TO LAUNCH A ROCKET OF OUR OWN!

SOCIALIZING THROUGH GAMES IS ON THE RISE

GAMES ARE TRANSITIONING FROM STRICTLY GAMEPLAY ORIENTED EXPERIENCES, INTO 'PLACES' WHERE DIVERSE COMMUNITIES SPAWN

WE FACE THE CHALLENGE OF WELCOMING, ACCOMODATING AND ENGAGING DIVERSE PLAYERS

AND WITH MOST ONLINE GAMES BEING COMPETITIVE, DEMANDING AND SKILL BASED AFFAIRS...

...WE SAW THE OPPORTUNITY

TO CREATE A PLACE WHERE EVERYONE FEELS AT HOME

GAMES AS COMMUNAL SPACES

FRIENDS WITH DIFFERENT BACKGROUNDS, TASTES ARE HAVING A HARD TIME FINDING A GAME THEY CAN ENJOY TOGETHER

WE ENVISION AN EXPERIENCE WHERE EVERYONE FEELS VALUABLE, REGARDLESS OF PARTICULAR SKILLS

WHERE THEY CAN BRING THEIR BEST INTO PLAY FROM THE GENRES THEY LOVE

WETHER IT IS

-SURVIVING AND SETTLING IN UNCHARTED TERRITORY

-STRATEGICALLY PLANNING COMMERCE ROUTES AND BUILDING UP WEALTH

-DESIGNING AND BUILDING INCREDIBLE MACHINERY

-OR HANDING OUT HEADSHOTS LIKE A PRO

WE ARE BUILDING A F2P GAME THAT

PLAYERS CAN INHABIT AND MAKE THEIR OWN

TIGHTLY CONNECTS A COMMUNITY VIA THEIR IN GAME ACTIONS AND ROLES

SHATTERLAND

SETS THE STAGE TO CREATE FRIENDSHIPS AND EPIC STORIES TOGETHER

LEAVES NO PLAYER BEHIND

AND EVERYONE IS VALUED

COLONIZER

EXPLORE & SETTLE

MERCENARY

FIGHT & SURVIVE

SPECIALIST

DESIGN & BUILD

COSSACK

STRATEGIZE & EXPAND

SKILL

COSSACK

MERCENARY

LONG TERM STRATEGY

INSTANT ACTION

COLONIZER

SPECIALIST

CREATIVITY

WE ARE ALREADY ON COURSE!

INFECTED DRILL

BEGGARS CAN'T BE CHOOSERS

DEFEAT CORRUPTED DRILL

100
25

MERCENARY

100
25

COLONIZER

SAME GAMEPLAY SESSION
2 DIFFERENT ROLES/GAMEPLAY

WE BUILT A PLAYABLE MULTIPLAYER PROTOTYPE FEATURING TWO DIFFERENT ROLES
THAT SHOWS THE CORE FUNDAMENTALS OF OUR GAME IN ACTION

AND WE WANT YOU ONBOARD!

TECHNOLOGY
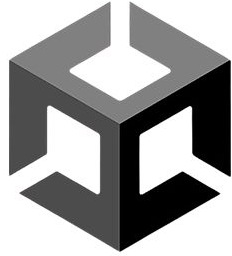
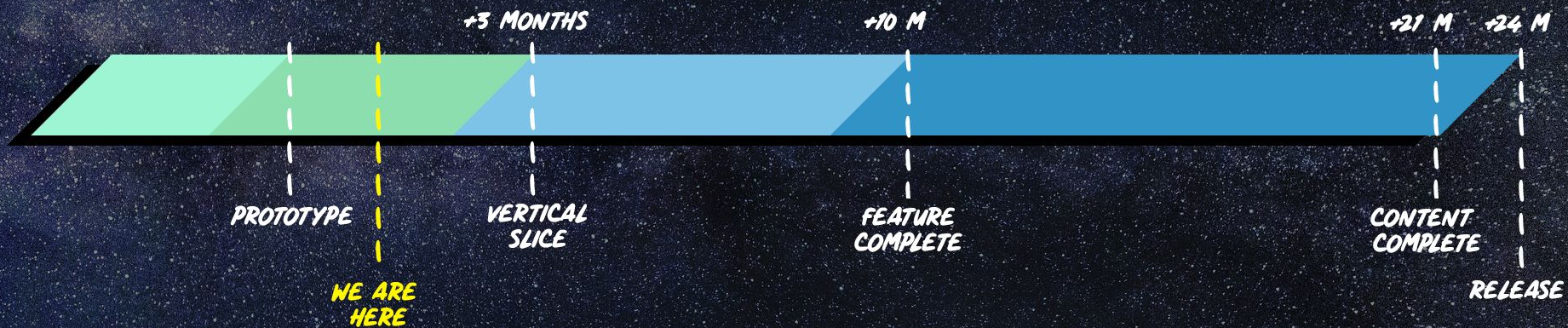WE CHOSE UNITY BECAUSE IT'S A VERSATILE ENGINE THAT WE HAVE TONS OF EXPERIENCE WITH

PERSISTENT ONLINE WORLD

OUR ONLINE INFRASTRUCTURE UTILIZES A COMBINATION OF PHOTON FOR GAMEPLAY AND WEBSOCKET FOR WORLD MANAGING AND TRACKING

OUR CUSTOM SERVER CODE KEEPS PLAYERS MAPS ALIVE AND EVENTS HAPPENING EVEN WHEN THEY ARE NOT ACTIVELY ONLINE

WE ARE LOOKING FOR A PUBLISHER THAT HELPS US FUND, QA AND MARKET SHATTERLAND

UNITY DEVELOPMENT	$ 240.000
BACKEND DEVELOPMENT	$ 60.000
ART / MODELING	$ 153.600
PM / PRODUCEER	$ 51.200
GAME DESIGN	$ 25.600
SOUND DESIGN	$ 10.000
OTHER EXPENSES	$ 10.000

RAW BUDGET $ 550.400
MARGIN $ 165.120

TOTAL ASKING BUDGET:

$715.520

SUMMARY

🚀 GAME NAME: SHATTERLAND

🚀 ASKING BUDGET:

🚀 GENRE: MULTI-GENRE ONLINE MULTIPLAYER

🚀 PROJECTED RELEASE DATE: Q4 2026

🚀 PLATFORM: PC

🚀 ENGINE: UNITY

TRY OUR PROTOTYPE HERE!

INFO@NULLMONKEY.GAMES

NULLMONKEY.GAMES/SHATTERLAND

SHATTERLAND

THANK YOU!