

MOON
PLAGUE

DA
DIGITALY ARTS



MOON PLAGUE: THE EXPERIENCE

EXPLORE

More areas you claim back from the Mastermind, the weaker it will become

SURVIVE

Mind your enemies and their powers. Collect weapons and treasure the bullets

DISCOVER

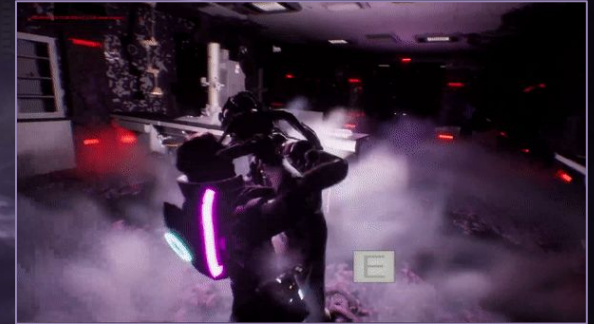
Find secret areas in order to loot and equip Keepsakes, special perks



MOON PLAGUE: REALITY



MOON PLAGUE: MENTAL



MOON PLAGUE: SCHEDULE

We are here:

Tech Demo

2023

8 Months: MVP

Minimum Viable Product
for testing and system
assessment

1st milestone

~ € 379,000

2024

20 Months: Public Demo

A minimal but polished
experience for the
Audience

2nd milestone

~ € 1,000,000

2025

36 Months: Full Release

Ready for launching on
PC in digital copies

3rd final milestone

~ € 2,121,000

Post Launch

Porting
DLCs and Sequel



A SPACEMAN POWER FANTASY

YEAR: 2022

COST: €29,99

THE SIMILARITIES: A realistic and science based environment

TARGET AUDIENCE: Like intimate experiences with a mystery to solve

A LAUNCH PRICE
OF €39.99



AN ESCAPE FROM DARKNESS

YEAR: TBA

COST: -

THE SIMILARITIES: A monstrous enemy that questions human nature

TARGET AUDIENCE: Like to push their moral compass

A SUCCESSFUL
FORMULA
HIGHLY LIKEABLE
AND WELL
PERFORMING ON
THE MARKET



A HUNTER - PREY EXPERIENCE

YEAR: TBA

COST: -

THE SIMILARITIES: A dark descent into an hostile Moon Station

TARGET AUDIENCE: Like alternating action to slow-burning thrill

A STRONG THEME
THAT IS RAISING
ATTENTION
THANKS TO
POWERFUL
UPCOMING
RELEASES



A MYSTERY ADVENTURE

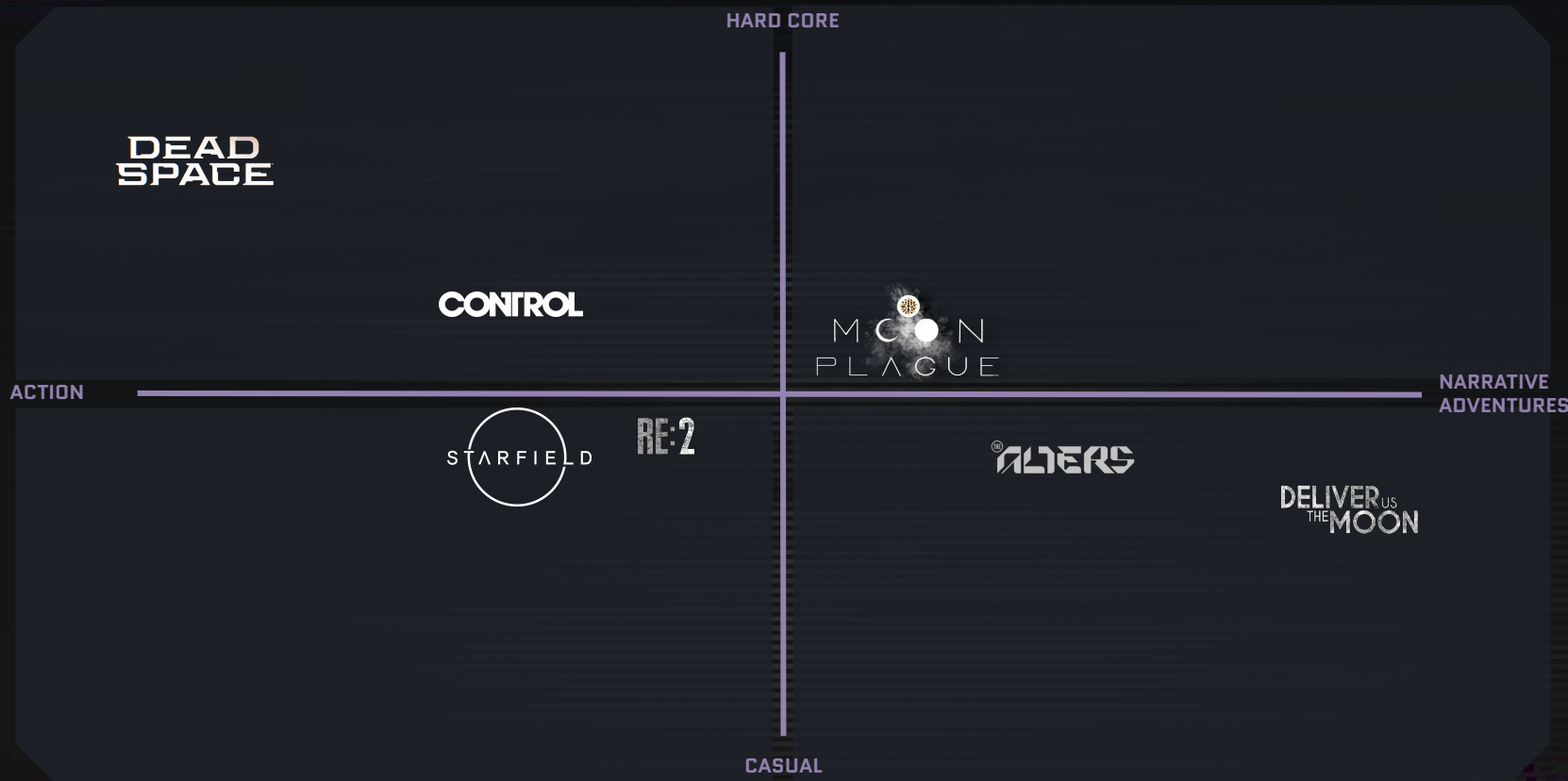
YEAR: 2023

COST: -

THE SIMILARITIES: A fictionary adventure in a believable world

TARGET AUDIENCE: Like exploring new worlds with compelling characters

MOON PLAGUE: TARGET AUDIENCE



MOON PLAGUE: WHAT WE NEED



FUNDS



MARKETING



FEEDBACK & TESTING (QA)



CONSOLE PORTING

MOON PLAGUE: FINANCIAL PLAN

The entire estimated cost for the final release is € 3.5M for 3 years of development.

ADDITIONAL CORE TEAM MEMBERS

Art: Environment & Lighting artists

Animation: Animators

Producer

OUTSOURCING

Art Direction, Actors, Concept Art and Illustration, Props, Localisation

OPERATION EXPENSES

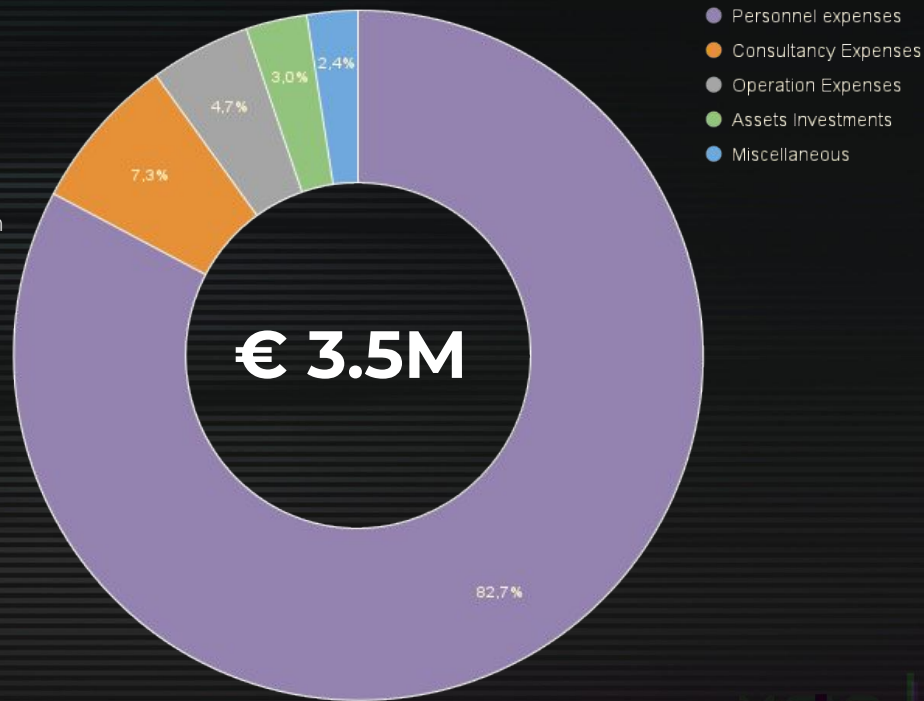
Office Rent, General Expenses, Insurance, Server & Hosting

ASSETS INVESTMENTS

Digital Assets (Softwares), Tangible Assets (Work Stations)

MISCELLANEOUS

Travel & Others



THANK YOU



MOON PLAGUE

THE GAME

Third person sci-fi psychological-horror adventure

Set on the Moon

Resident evil 2 gameplay + Stranger things' upside down

A Narrative driven by trauma and conflict

TEAM

21 People

Working together since 2021

BUDGET

€ 3.5 Millions

First Milestone in 8 Months → MVP with ~ € 379,000

LAUNCH PRICE: €39.99

BREAK EVEN: ~ 318.000 copies sold

