ALDORA GAMES

Since 2019 we are developing and publishing our own games on the market.

We are dedicated to creating exciting and unique games. With a focus on innovation and fun, we develop memorable gaming experiences that wow players of all ages. Our multidisciplinary team of talented developers works to deliver exciting adventures and endearing characters

Our team

Ernesto Montemayor
Producer / 3D Artist

3D artist of games such as Al andalus 711, Lacura and Other world and producer of Aldora Games.

Juan Manuel Tirado
Project Manager / Game designer

Game designer of games like Live or Die or Monster Slayer and project manager of Aldora Games.

Javier Jurado
Unreal Engine Specialist

Unreal Authorized Instructor partner for Epic Games

Ivan Garcia Fresneda
Lead Programmer

Software developer at OWO and programmer at Round People

DYSTOPOLITAN

Our game is a third-person shooter set in a post-cyberpunk world. It features real-time combat with both shooting and melee mechanics. The game also includes an economy system, inventory management, and crafting elements
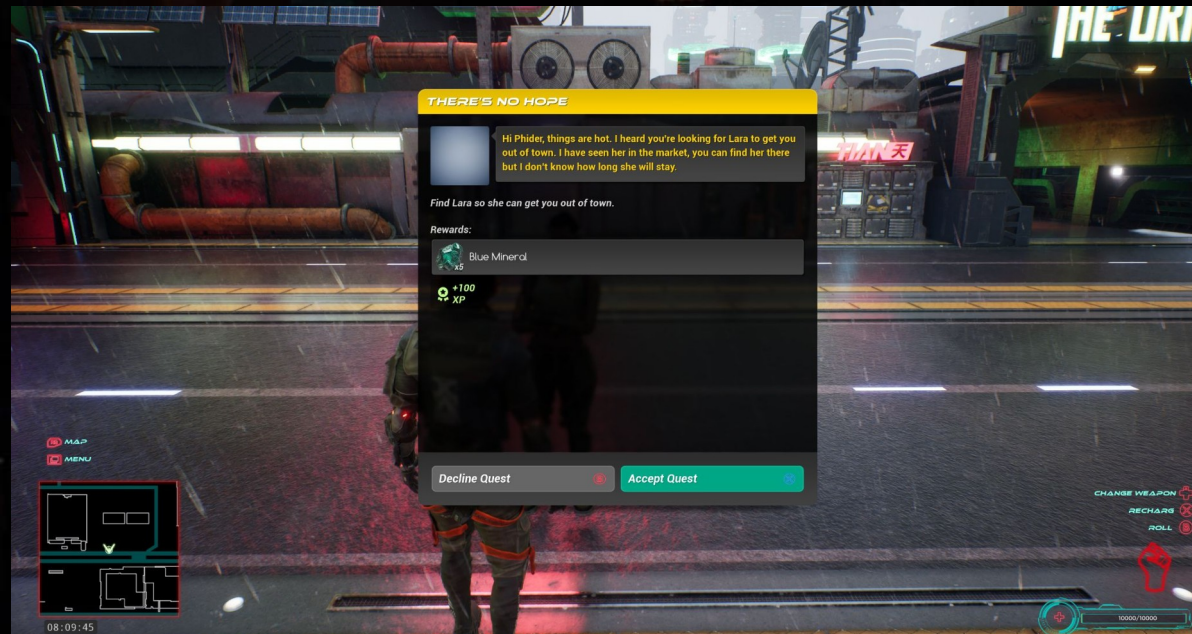
The differentiating characteristic is the facet of the shapeshifter and the transmission of consciousness.

Narrative

- An epic story full of mystery based on the transmetropolitan comic.

- Diverse and charismatic characters.

- Meaningful choices that impact the storyline.

- Side quests and random events that expand the game world

Combat

- Real-time combat that combines shooting and close combat.

- Wide variety of weapons from pistols to futuristic firearms.

- Droids, humans, turrets, drones and final bosses.

- Challenging enemies with unique attack patterns.

- Stealth system and special attacks

Economy

- Complete economy system with trade and market.

- Possibility to buy and sell objects and equipment.

- Management of resources and money to improve your equipment and acquire new skills.
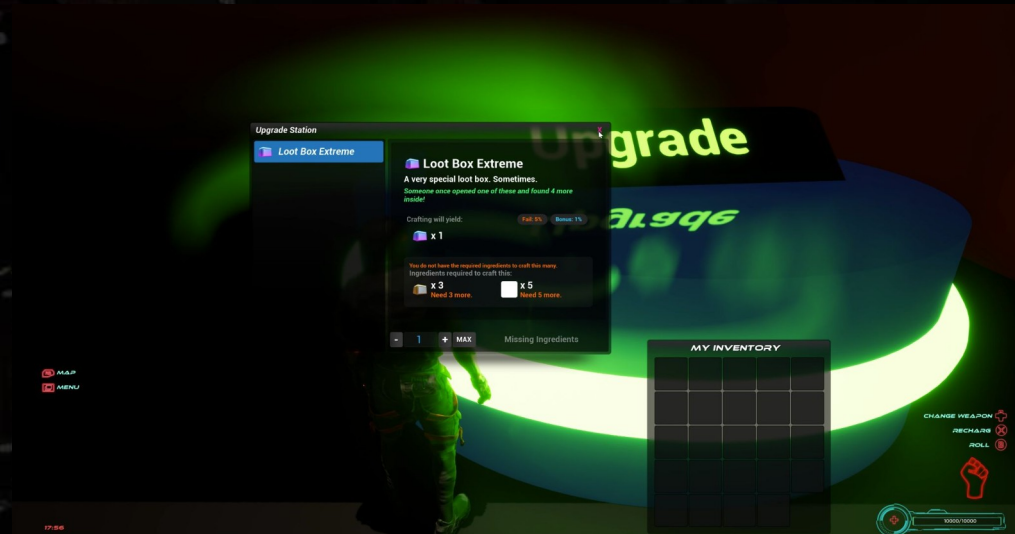
Inventory System

- An intuitive and organized inventory system.

- Clear categories for different types of items and equipment.

- Ability to sort and filter inventory for easy management.

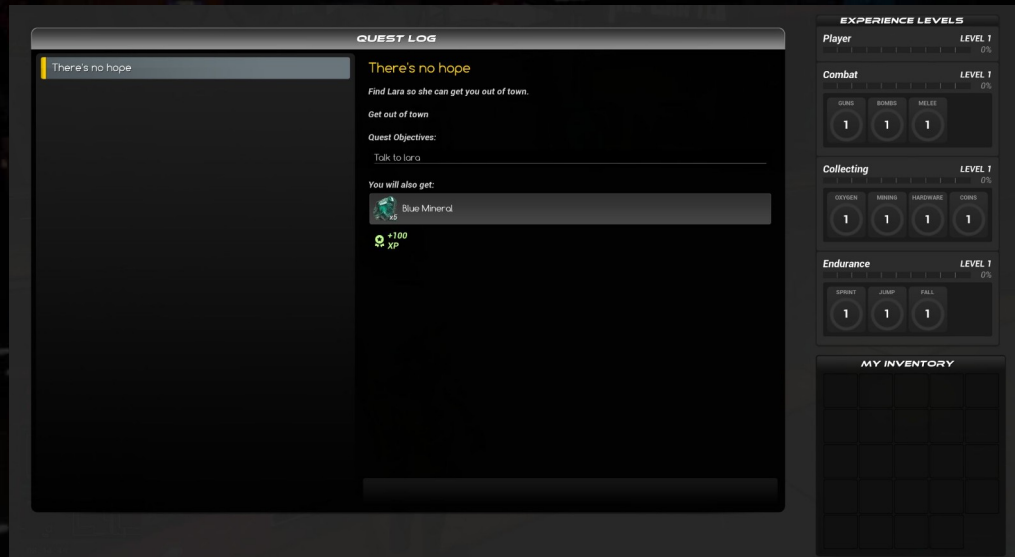- Additional storage options, such as containers or warehouses.

Craft System

- Gather resources and materials in the game world.

- Use resources to craft items, upgrades, and consumables.

- Unlock recipes as you progress through the game or acquire them from characters and books.

- Experiment with unique crafting combinations to create special and powerful items.

Experience System

- Get experience by completing quests, defeating enemies and discovering new places.

- As you gain experience, level up and unlock skills and upgrades.

- Choose from different skill trees to customize your playstyle.

- Acquire attribute points to improve your characteristics, such as strength, agility or magic.

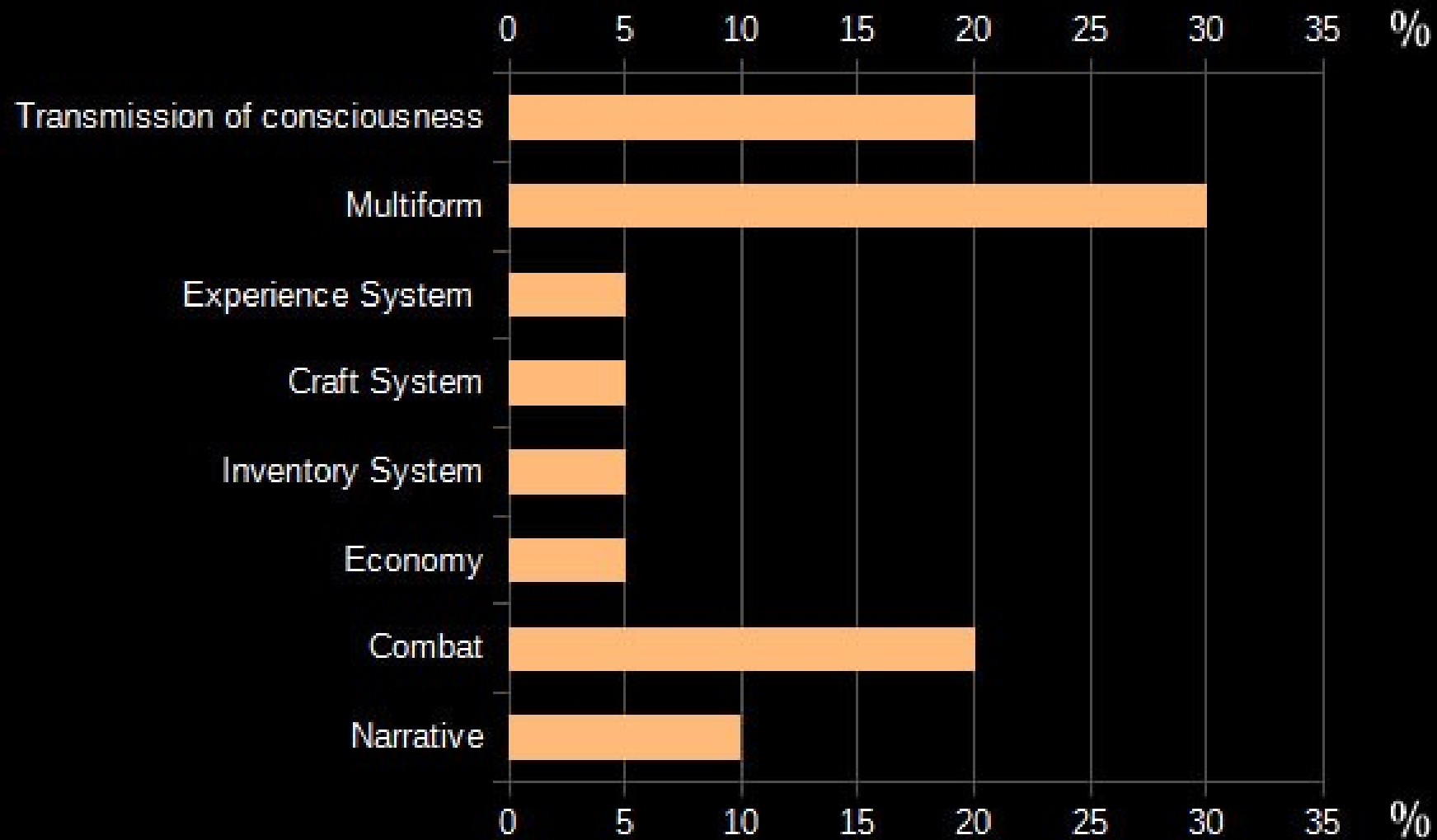## Differentiating aspects and competitive advantage

1. Player multiform system and appearance change.

2. Level progression and skill tree for each form.

3. Transmission of consciousness to nearby devices such as machines or enemies.

MARKETING PLAN

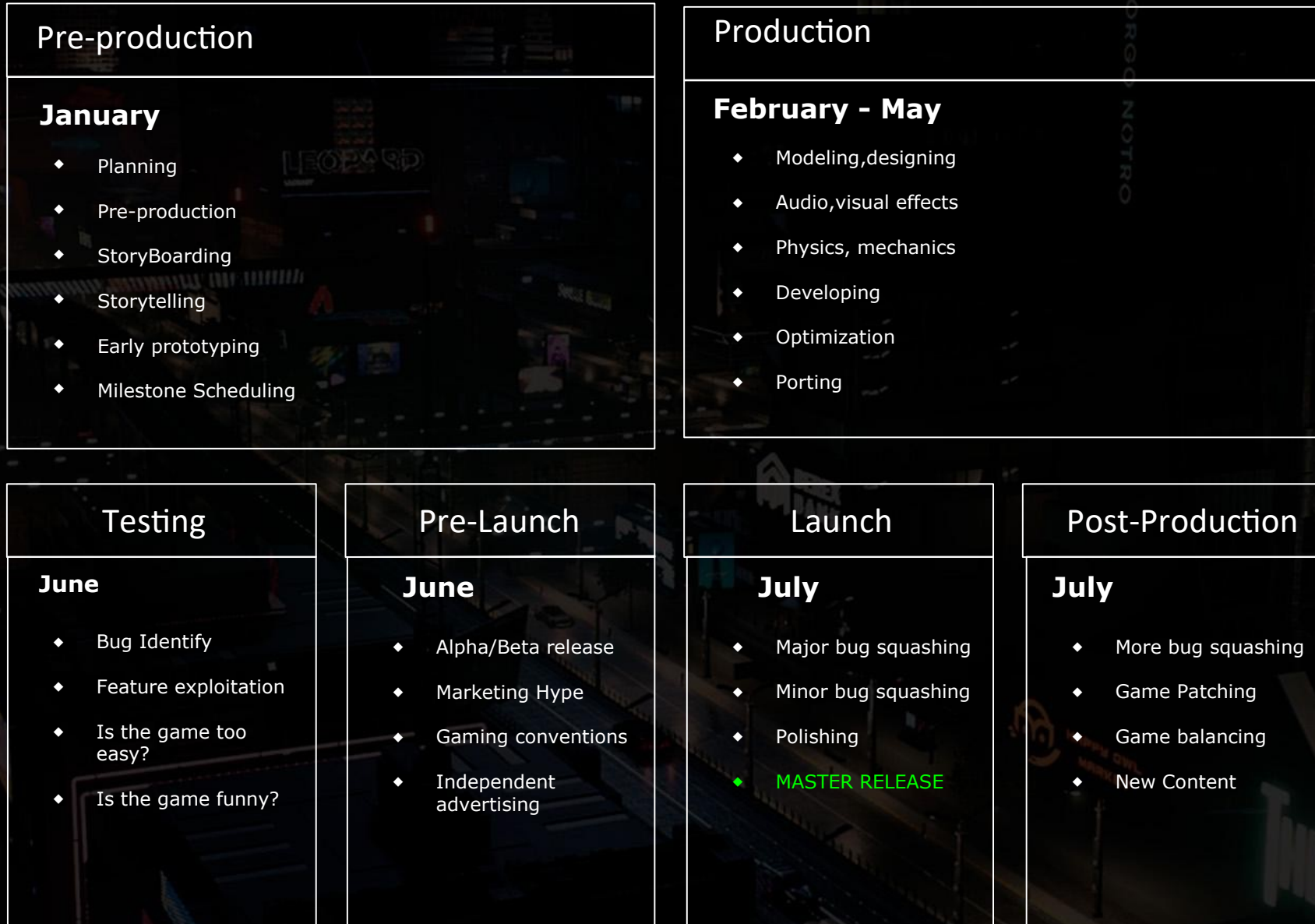|	
Conference + Trade Shows	
Trailers	**Person you have in mind**
Community Building	**Studio + Partners**
PR + Marketing	**Publisher and/or PR Partner**

Total: 7520 $

PRODUCTION TIMELINE

It is possible to start earlier if we have enough funds.

2024

Pre-production

January

- Planning
- Pre-production
- StoryBoarding
- Storytelling
- Early prototyping
- Milestone Scheduling

Production

February - May

- Modeling,designing
- Audio,visual effects
- Physics, mechanics
- Developing
- Optimization
- Porting

Testing

June

- Bug Identify
- Feature exploitation
- Is the game too easy?
- Is the game funny?

Pre-Launch

June

- Alpha/Beta release
- Marketing Hype
- Gaming conventions
- Independent advertising

Launch

July

- Major bug squashing
- Minor bug squashing
- Polishing
- MASTER RELEASE

Post-Production

July

- More bug squashing
- Game Patching
- Game balancing
- New Content

BUDGET

WHERE THE MONEY CURRENTLY GOES

Game Development (2 years) **Burn Rate for Month (9600 $)**	**23040 $**
Music and Sound Design	**480 $**
Localization	**950 $**
QA	**720 $**
PR + Marketing PR, Targeted Advertising, Marketing Spend	**7520 $**
Porting What platforms are you targeting, which partners would you want to work with.	**1180 $**
TOTAL	**33890 $**

FUNDING

Studio Investment	2460 $
Friends	350 $
You!	**31080 $**
TOTAL USD	33890 $

QUESTIONS

Why are we making this?

Because we believe there is significant demand and interest in that genre. Cyberpunk has been a popular theme in pop culture for decades, and we believe we can offer a unique and exciting experience for players looking to immerse themselves in a dystopian futuristic world. Through stunning graphics, captivating narrative, and innovative game mechanics, we aim to deliver an immersive and exciting experience that will captivate players and get them hooked on our game.

What happens after release?

We intend to continue with the strategy of episodic or seasonal releases. This will allow us to keep players engaged and excited as they can look forward to new updates and additional content in the future.

After the initial release, we will focus on collecting player feedback and feedback to further improve and polish the gameplay experience. We will take into account the suggestions and feedback from the community to make regular updates, patches and gameplay improvements. Our goal is to maintain an open and constant dialogue with the players, so that they feel an active part of the development of the game.

What are the expectations for this title?

We have high expectations for this title. We believe that we have created an exciting and unique video game in the third-person cyberpunk genre, and we hope that it will receive a positive reception from players and the gaming community in general.

PUBLISHER   **Aldora Games**

DEVELOPER   **Dnc Games**

RELEASE DATES   **5/ 06 /2024**

PLATFORM   **PC, PS4/PS5, XBOX**

GENRE   **Action, Adventure, Shooter**

PLAYERS   **Single Player**

SUMMARY

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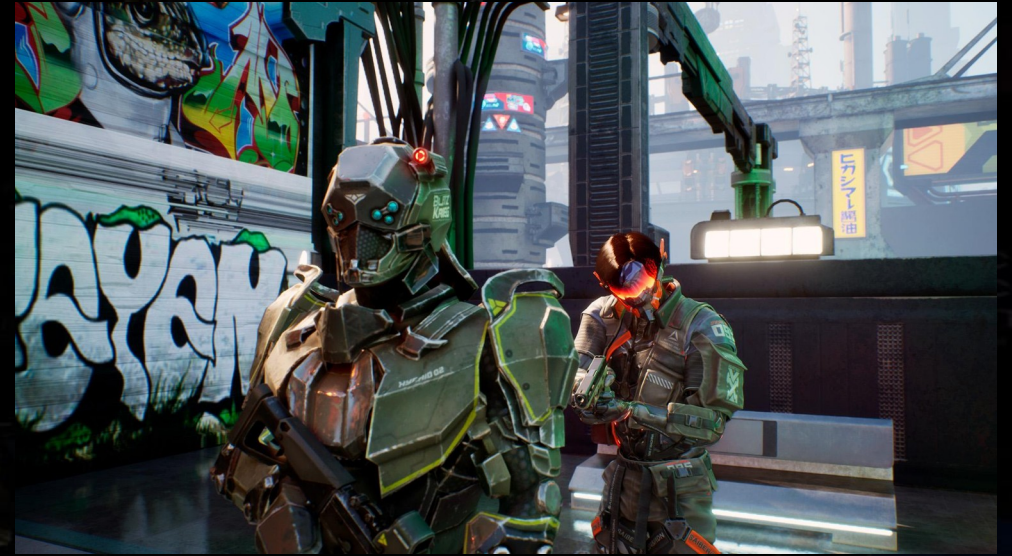
WEB https://dystopolitan.aldoragames.com/

DYSTOPOLITAN

CAUTION

HOTEL

DYSTOPOLITAN

WEB https://dystopolitan.aldoragames.com/ ⬅

Demo & Gameplay available to download

Looking for:

o Development Funding

o Store and Publishing support

o Marketing support

o A partner who understands us and our game

Thank you!

contacto@aldoragames.com