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BEAR BREAKFAST

Adventure, Management, Breakfast.



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Hi

*This presentation contains a short overview of **BEAR & BREAKFAST**, an upcoming video game made by Gummy Cat Studio from Bucharest, Romania.*

Following you'll find a short introductory deck about the game. For a more detailed overview, details about production scheduling, budgeting and a playable prototype, please get in touch.

ON THE DOCKET

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BEAR
&
BREAKFAST



**Management adventure game
where you take care of a cabin in
the woods, but you're a bear.**



IN-GAME SHOT

 BEAR
BREAKFAST



FRESH-AIR BNB

Your main goal is to run a B&B in the middle of the woods, build your shack, attract some patrons, but also go out and explore your surroundings and find some interesting things along the way.

Rinse and repeat.



I dunno.. I don't trust joggers. They're always the first to find dead bodies..

IN-GAME SHOT

 BEAR
BREAKFAST



PROTOTYPE

We have developed an early functional prototype to demonstrate gameplay, design, vision and visual style planned for the game.



We've also built the early frameworks for the planned functional systems, such as building, dialogue and quests with more coming down the line.



The prototype has been developed over roughly 9 months, by a team of 10 people, working part-time. It will be available for demonstration during upcoming events.



CONCEPT

The concept was sketched out in 2018 and was slow-cooked over a year and some change. It was born out of love for systematic management games, a deep frustration over the lack of compelling narrative simulation titles and an unhealthy passion for puns.





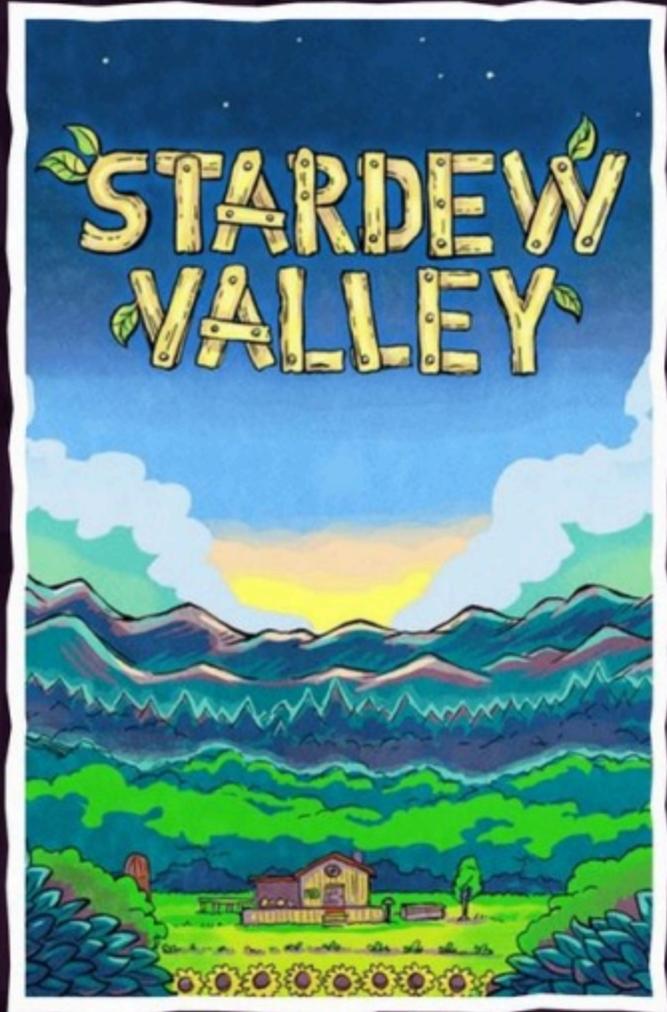
THE WHO

You play as Hank and his two miscreant friends, rebels with a weird agenda.

There's no get-rich-quicker scheme than wearing out the heavy pockets of people looking for that authentic woodlands experience.



REFERENCES





PLAYER EXPERIENCE



BUILD

YOUR CABIN,
INSIDE AND OUT.



MANAGE

YOUR GUESTS
AND THEIR CASH.



EXPLORE

YOUR SURROUNDINGS
AND FIND REWARDS.



REPEAT

TAKE HOME THE GOODS
AND DO IT ALL OVER.



**YOU ARE
HERE**





EXPLORED

VISUAL IDENTITY

CORE SYSTEMS

BUILDING SYSTEM

ITEM SYSTEM

QUEST SYSTEM

GUEST SYSTEM

TO BE EXPLORED

UPGRADE SYSTEM

PROGRESSION SYSTEM

ECONOMY SYSTEM

MAP GENERATION

MANAGEMENT SYSTEMS

PUZZLE SYSTEMS

NARRATIVE SYSTEM

STORY DESIGN

STAFF SYSTEM

ZONE MANAGEMENT

TRAVEL SYSTEM

MINIGAME DESIGNS

AND THEN SOME..