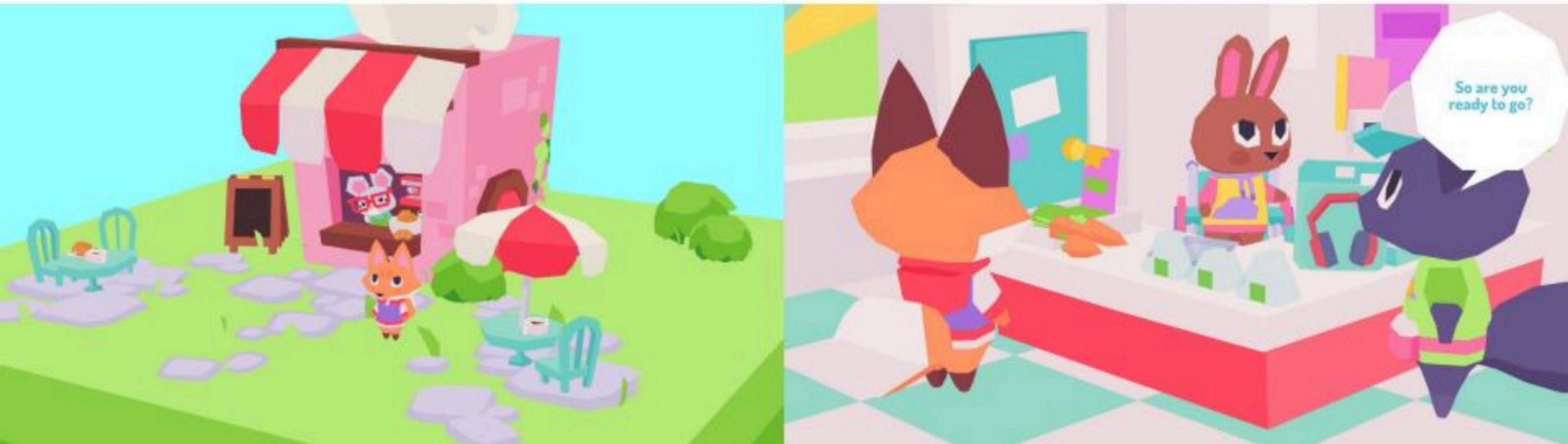


B U T T O N C I T Y



Button City

Button City is a low poly single-player narrative adventure game about cute animal kids on a high jinx escapade to save their local arcade. The game is a mix of adventure game exploration and puzzles, alongside action gameplay with arcade mini games.



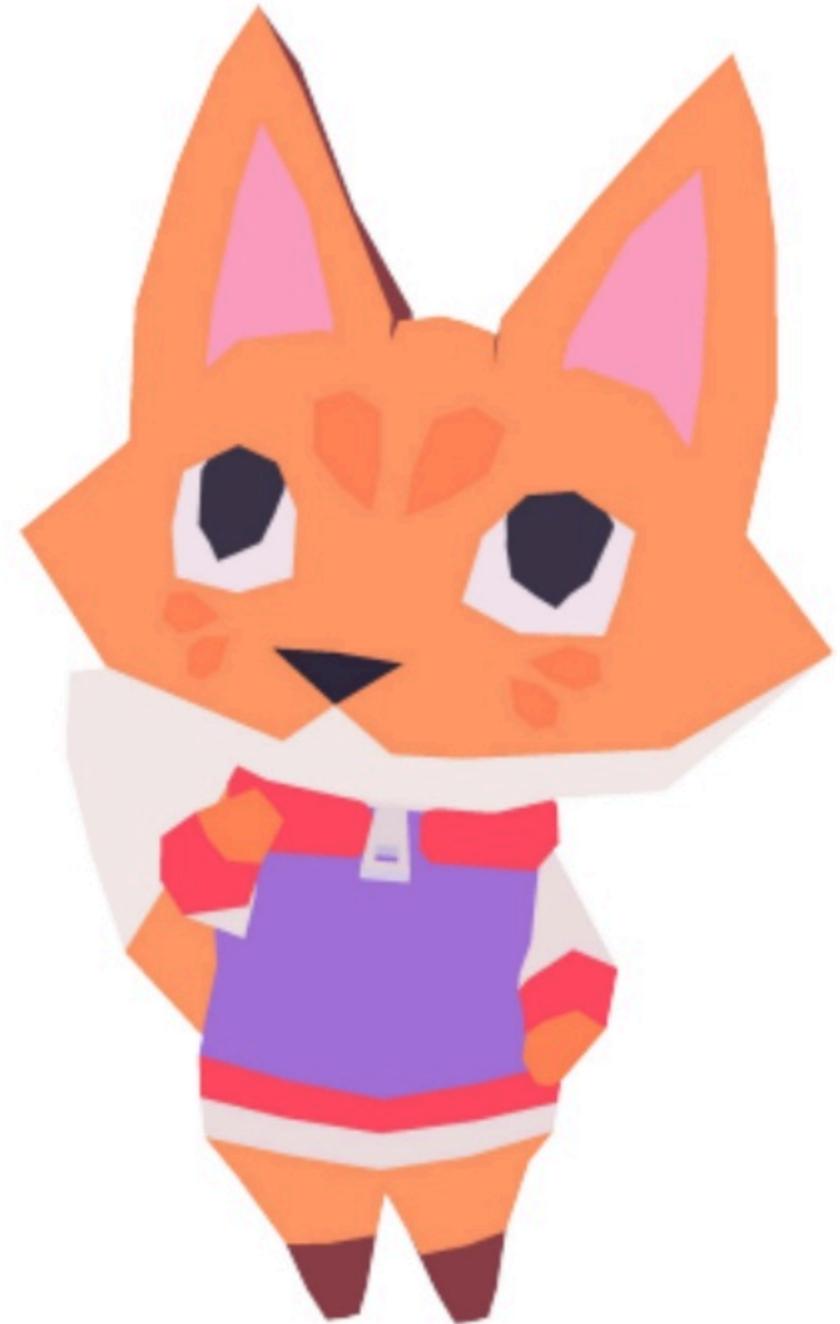


Features

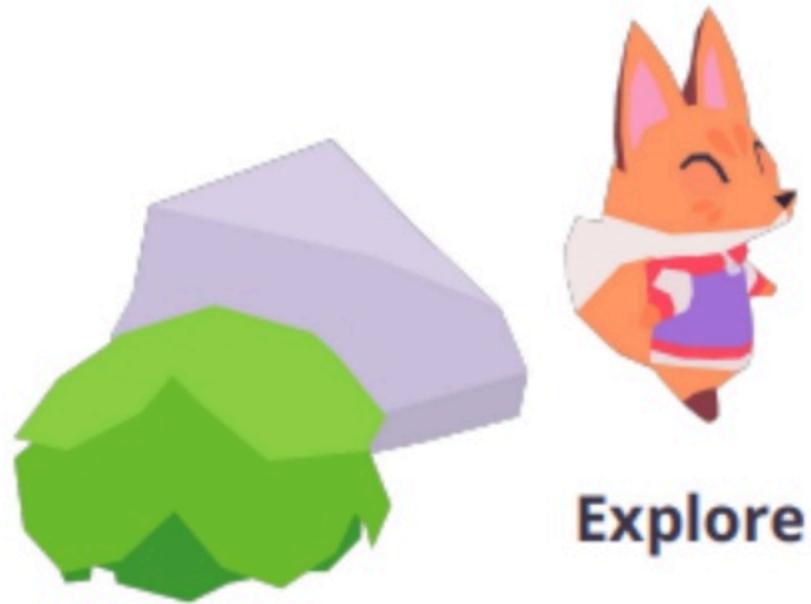
- Cute eye catching art style
- Diorama levels with unique world navigation
- Explorable levels with side quests and puzzles
- Mini games in the Button City arcade
- Cast of colorful and lovable characters
- Nostalgic coming of age story about friendship

Meet Fennel

Players take control of Fennel, a self-conscious young fox who loves to play games, read comics, and hanging out with his new friends. He's out to save the Button City arcade, the only place he's been able to make friends, from being shut down.



Game Play



Explore



Solve puzzles



**Join the Fluff Squad and
challenge the arcade**



**Talk to Villagers and help
them with their problems**

Screenshots

Website

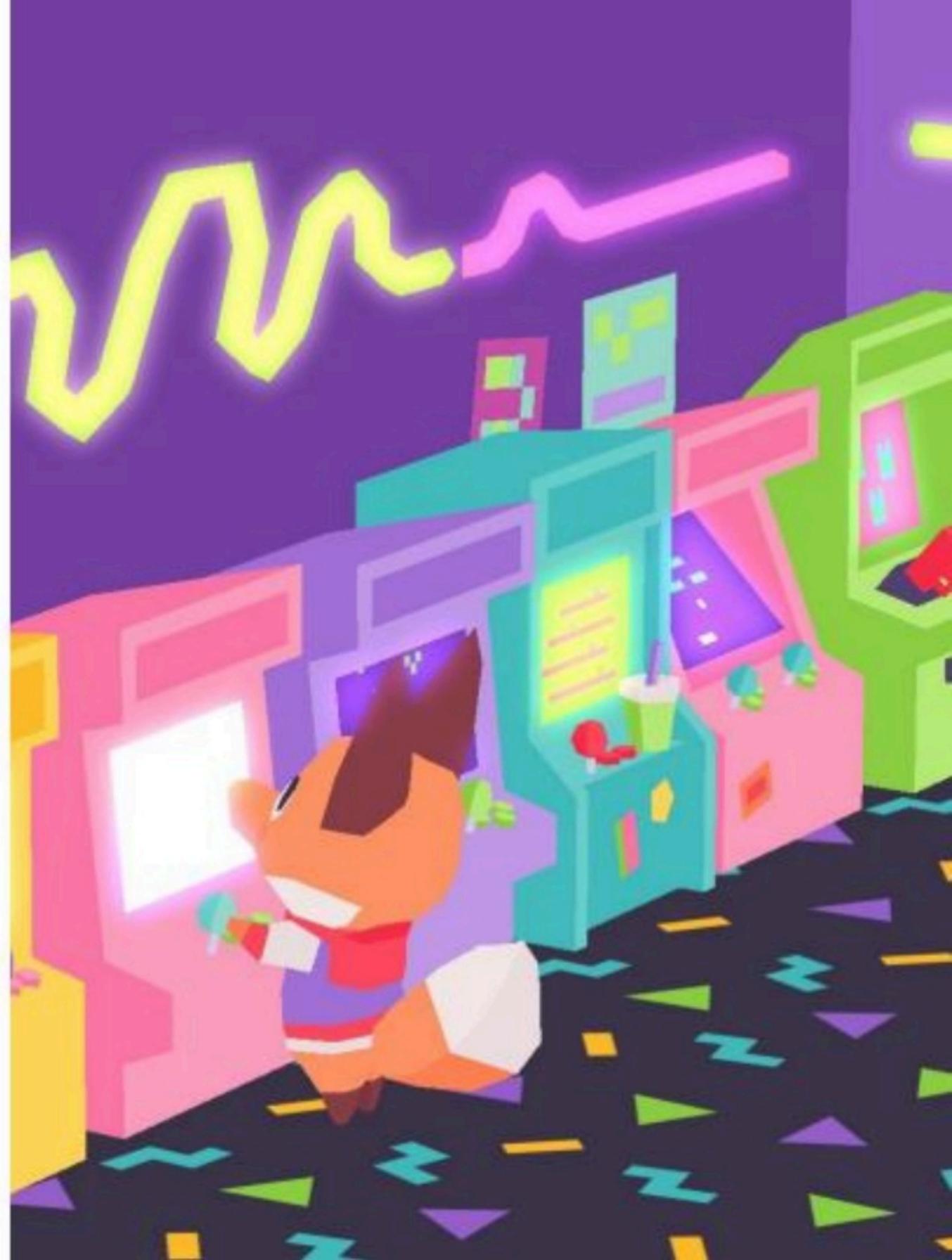
<https://button.city>

Screenshots

Screenshot link

Video

Video link



Development status

We are in pre-alpha with a working prototype. We're aiming for 3-4 hours of core gameplay with additional mini games.

Target Release: Early 2020

Target Platforms: Switch, PS4, Xbox one, PC / Mac

Extended target platforms: Mobile / AR

What we need

We're requesting help with development costs, buying dev kits, porting, QA, marketing, and hiring a musician and sound designer.

Budget

Average Monthly Burn Rate	\$XX,XXX
Highest Monthly Burn Rate	\$XX,XXX
Event Costs	\$XX,XXX
Projected budget (21 months)	\$XXX,XXX.XX

About us

Shandiin and Ryan Woodward are a married couple who make indie games in Albuquerque, New Mexico. Shandiin works as the lead website designer for Meow Wolf, the Santa Fe interactive art installation funded by George RR Martin. Ryan works as a software developer for museum touch screen table interactives at Ideum with works including a 20 ft video dinosaur wall installation. They are also the creators of casual mobile game Sky Pets released in 2015. Along with their game work they have co-founded and run the Albuquerque Game Developers Guild, a 501c3 that hosts community events for the game development community in New Mexico.



Contact

Ryan Woodward

Shandiin Woodward

Website

<http://button.city>



Let's Go!





Browse the best pitch deck examples.

Brought to you by bestpitchdeck.com — the world's largest library of pitch decks: hundreds of winning presentations from leading startups, updated every week.

[Read more →](#)

Follow us [@pitchdecks](#)    

