



# BUTTON CITY



# Button City

*Button City is a narrative adventure about a fox and his friends on a high jinks filled escapade to save the local arcade from being shut down by a greedy fat cat.*

Explore a quirky world of pastel colors, spunky animals, rockin' arcade games, and floating islands. Make friends, pull some pranks, play arcade games, solve puzzles and complete quests around town as you follow a story about friendship, growing up, and saving the things that are important to you.





## Key Features

- Explore a funny light-hearted story inspired by Saturday morning cartoons. Featuring animated cutscenes and engaging character quests.
- Soak in eye-catching low poly art style with cute animal characters.
- Play three full-featured arcade games with action, racing, and rhythm gameplay.
- Collect items that unlock enhanced ways to play arcade games, new characters, costumes, and additional challenges.
- Engage in high jinks filled mini-games, puzzles, and side quests.





## Gameplay

Button City is a narrative-focused adventure game that tells its story through exploration, character interactions, and animated cutscenes. Players explore a 3D world with islands that float in the sky and use a unique style of navigation to zoom in and out of locations. Each level is set up like a diorama with buildings and rooms to explore, characters to talk to, and interactable items. Throughout the narrative, the game has mini-games, environmental puzzles, and side quests. The story feels like a Saturday Morning cartoon adventure!

At the Button City arcade, players will play three full-featured arcade games with different styles of gameplay. The arcade games are presented through the narrative and support the story in meaningful ways. Additionally, in-game characters will challenge the player to arcade games and give rewards. Players can unlock new characters and gameplay enhancements for arcade games at various in-world shops; some even require a special prize currency earned by playing the arcade games!



## Mini-games and Puzzles

Throughout the story the player will encounter light mini-games and puzzles that they must complete to continue progressing.

**Lemonade Stand** - Cut, squeeze, stir, and pour as many lemonades as you can at the lemonade stand to make money to save Button City! Sell as many lemonades as you can during the time limit to earn buttons to spend around town and at the Button City arcade.

**Goba Academy** - A "fangame" of Gobabots that casts the characters as new students at a private academy. Players go through 4 storylines in a classic visual novel to help their new friends at Goba Academy.

**Toy Boat Waterway** - Deep underground is the town's waterway and a secret entrance to Button City! But Fennel dropped the key to the arcade, so players have to help navigate a toy boat through the waterway to get it back.



## Gobabots - Arcade Mini Game

Gobabots is an action-packed 4v4 arcade game where teams compete to make the most delicious smoothie in the galaxy. Players will battle in Gobabots during major plot points of the narrative and can challenge NPCs in the world to collect rewards. The arena-style gameplay is crafted for a single-player experience, with AI teams, exciting rivals, and a tournament story arc that supports the narrative.

Each Gobabot is based on a different fruit and has unique attacks and stats. A variety of in-game shops and capsule vending machines let players collect them all, mix & match, and find their ultimate team configuration to become the best players in the arcade. Gobabots is further enhanced with the addition of Fluff Buffs, in-game items that augment characters and gameplay.

Gobabots brings smoothie robot arcade action to Button City.



## rEVolution Racer - Arcade Mini Game

rEVolution Racer has players drift-racing cool electric cars down a mountain pass. Drift to charge up your battery around tight corners and unleash that power to speed ahead of your rival. Matches are head-to-head with an AI opponent in a time-based three-lap challenge with best times going onto a global leaderboard.

## Prisma Beats - Arcade Mini Game

Take to the arcade dance floor and dance the night away in Prisma Beats. Dance as Fennel and friends to heart-pumping songs. Inspired by classic rhythm arcade games, players can unlock new songs, costumes, backgrounds, and share their high scores with the world.



## Technical

### Aesthetically pleasing

We use a highly stylish but optimized low poly art style so we can have an appealing aesthetic while running great on both low-end and high-end hardware.

### Made to play your way

Made to be able to play with multiple different input devices including controllers, touch interface, keyboard, and mouse while also being configurable.

### Built to last

Button City is built using Unity 2018.4LTS for portability, ease of development, and long-term support. Button City can be easily updated when new platforms and features become available.



# Why Platform?

Button City fits well into Platform's catalog and game philosophies of fun and memorable games for all.

## Wide appeal

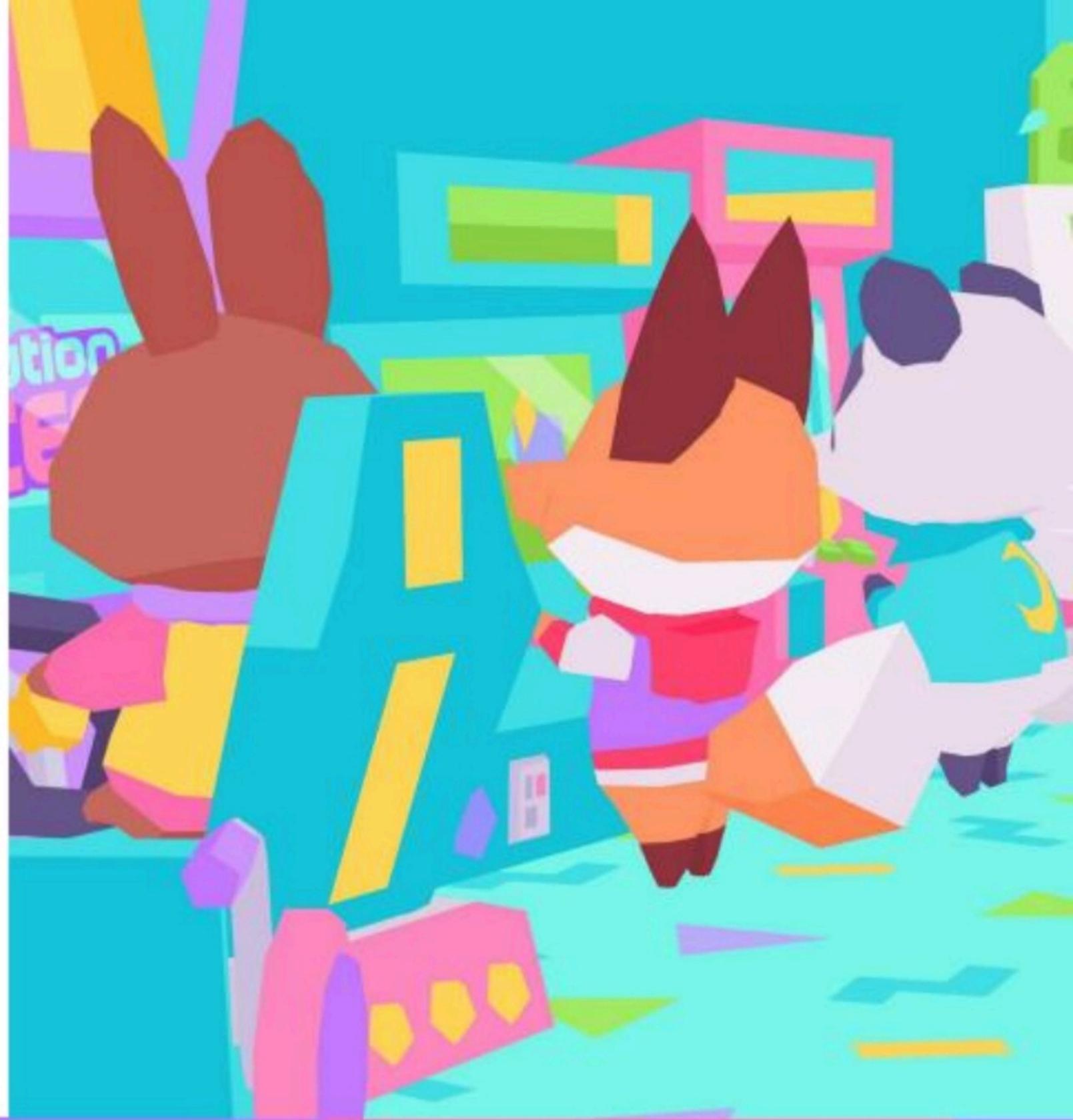
- Bright colorful eye catching graphics.
- Family friendly gameplay.
- Lighthearted comedic story.

## Memorable characters

- Meet cute animal characters with big personalities.
- Pick a favorite arcade team like the Fluff Squad or Tuff Fluffs.

## Unique varied gameplay

- Explore the world with unique level stacking mechanics.
- Play three fully fledged games in the arcade that span across multiple genres with simple to pick up gameplay.



## Perfect for Platform

### Aesthetically pleasing

We use a highly stylish but optimized low poly art style. This gives an appealing aesthetic while running great both while docked and in handheld mode.

### Built to last

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## Perfect for Platform

### Unique

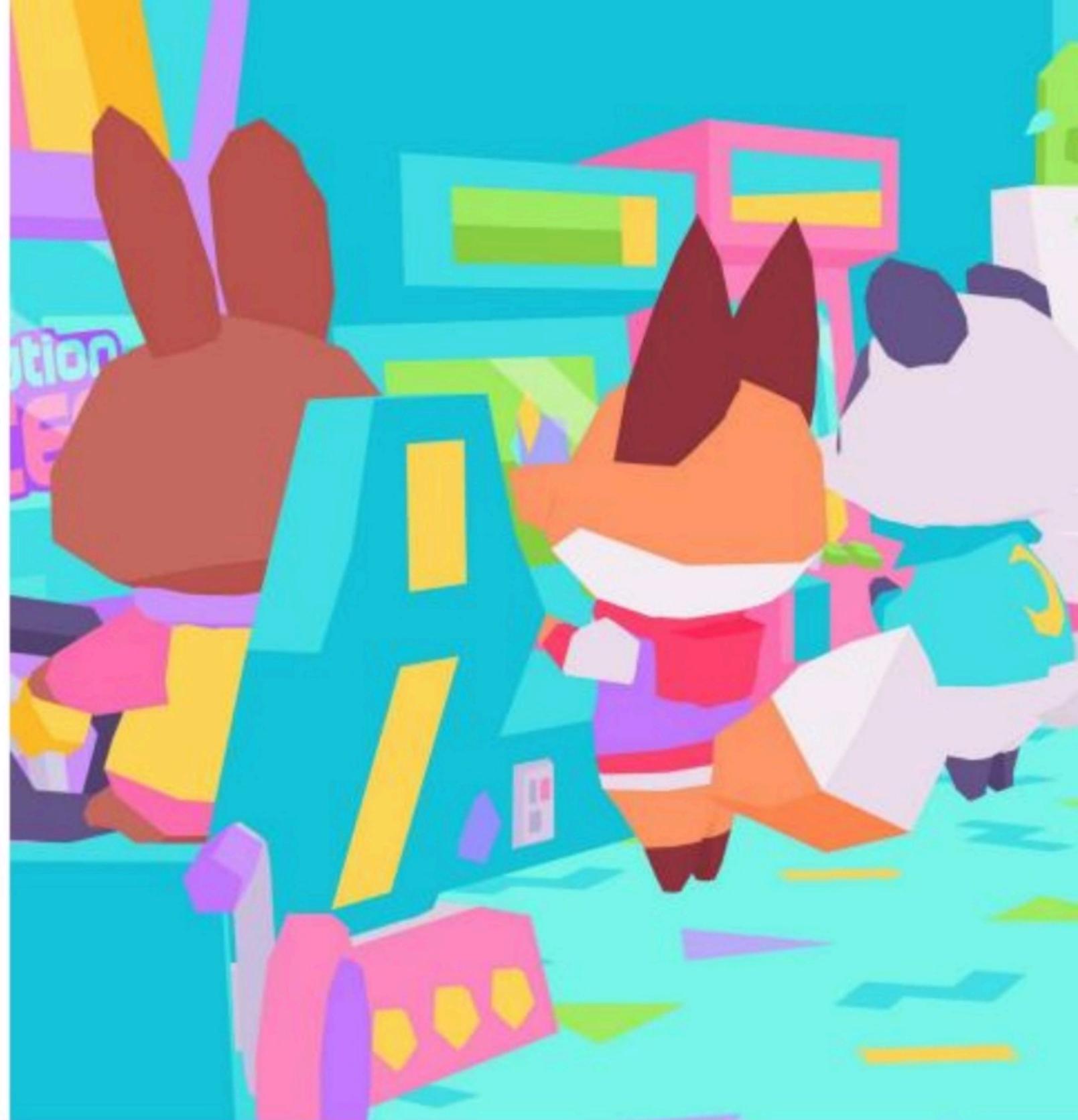
Button City stands out from a crowd with its unique world and stylish art.

### Broad Appeal

Button City is family-friendly and appeals to a wide range of audiences from ages 8-35, including fans of cartoons like Steven Universe and games like Night in the Woods.

### Built to last

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# Development Status

## Where we're at

Button City is nearing beta phase of development and we are boosting our marketing efforts. We're finalizing the game narrative, implementing audio, and polishing the game.

**Target Release:** Q1 2021

**Target Rating:** E for Everyone

## What we need

Button City is currently feature complete and we are working our way towards content complete. We need access to development kits within the August/September timeframe with subsidized pricing to begin porting.



# Development Status

## Where we're at

Button City is nearing beta phase of development and we are boosting our marketing efforts. We're finalizing the game narrative, implementing audio, and polishing the game.

**Target Release:** Q1 2021

**Target Platforms:** PC, Mac, Nintendo Switch, PlayStation, Xbox

## What we need

Button City is currently feature complete and we are working our way towards content complete as well. We need financial support to finish out production and do a multiplatform release in 2021. We need to cover development labor costs and costs for game console development kits. Alongside a multiplatform release we would like to localize the game to enter into the European and Japanese markets.



# Budget

Production	\$XX,XXX
Music and Sound Contract	\$XX,XXX
Administrative	\$XX,XXX
PR	\$X,XXX
<b>Investment needed</b>	<b>\$XX,XXX USD</b>



## Localization

Button City is built with localization in mind. Using the YarnSpinner dialogue engine and SuperTextMesh for text support, Button City can import localized .csv files into the game and support new languages quickly.

Approximate word count	35000
Average cost per word	\$0.13
<b>Estimate Cost per language</b>	<b>\$4,550</b>

