TURBO BOOM!

RACING WITH EXPLOSIVE OBSTACLES

Overview

- High-speed drifty physics and explosive obstacles!

- Low barrier to entry with levels for more casual players.

- Online leaderboards for players to compete against friends.

- Third-person top-down perspective for driving visibility.

- Target audience enjoys racing and/or high-speed action.

- Supports: Windows, macOS and Linux.

TURBO BOOM!

RALLY RACING ON NARROW TRACKS FILLED WITH EXPLOSIVE OBSTACLES!

Comparison Games

Distance   09/2018   >250k units

Trackmania Turbo   03/2016   >85k

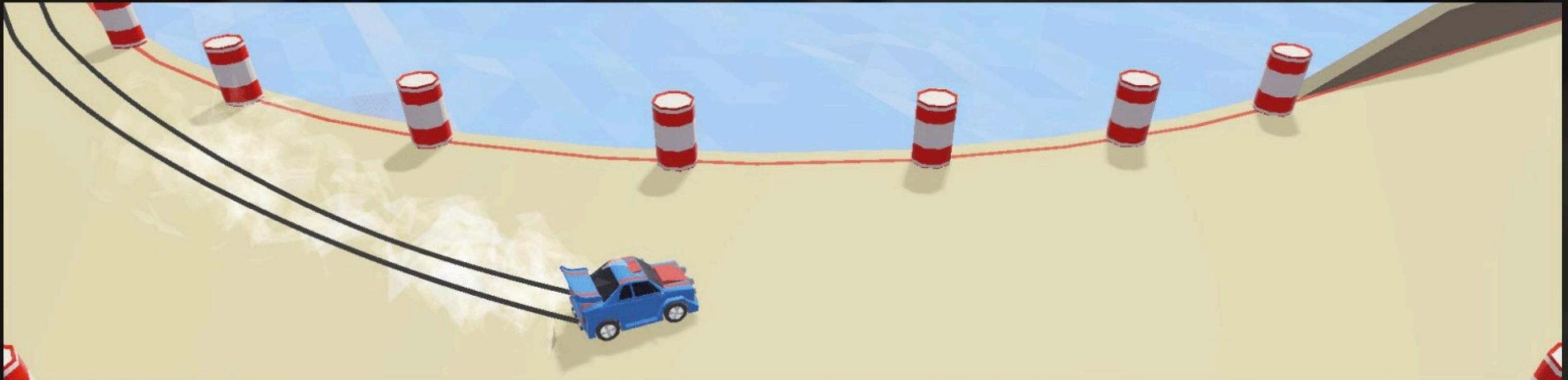Crash Wheels   12/2018   >20k units

Slow Drive   04/2017   >3k units

DRIVE FAST, DON'T EXPLODE IN A SPECIALIZED RALLY CAR WITH PROTECTIVE SHELLS.

Core Features

- High-speed Action
- Explosive Obstacles
- Protective Shells (3 lives, smaller cars)
- Online Leaderboards
- Ghost Cars (Personal and Leaderboards)

Current Status

Sales Target

5000 units in first 90 days

Development Status

Turbo Boom! is feature complete, producing content: levels, obstacles, and polish.

A visual pass over interface and some effects still required.

Approximately 50 levels are planned, with a handful of extra obstacles.

Online leaderboards will require additional layers of security.

Release Schedule

August 1st: Public alpha testing.

October 15th: Public beta testing.

November 15th: Gold Release Candidate finished

Early 2020: *Potential* port to mobile; iOS and Android

Seeking

Marketing and Promotional Opportunities

- Media, press and influencer outreach

- Leverage with platform contacts

- Additional marketing material; trailers

Investment for the Best Boom!

- $1500 for music and sound effects.

- $500 for visuals, title screen and interface art.

- At least $3000 for a solid marketing plan.

Note: Audio and art had already been included in current build.

Who is Tyre Bytes?

Tyre Bytes is an independent game studio located in Miami, FL. focused on creating racing games; combat, arcade, simulation and debuting with the obstacle course racing game Turbo Boom!

Tim Beaudet is a programmer at heart but also performs most other functions: art, design and production while hiring out audio and some visuals to make his games pop.

- 15+ years programming
- 5+ years in game industry working on:
  Rock Band 3, Darkest of Days, Monster High Wii and more.
- 2+ years streaming game development

Thank You for Considering!

tim@tyrebytes.com

twitch.tv/timbeaudet

twitter.com/timbeaudet

youtube.com/timbeaudet

tyrebytes.com/games/turboboom

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 →