

MIXED REALITY GAME PROPOSAL

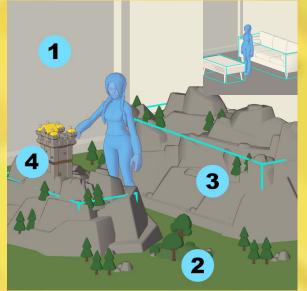
Call the Wizards! is a single player, Mixed Reality tower defense game, in which you summon wizards to defend a castle in your living room.

Powerful magic in the palm of your hand! Use your hands to move and upgrade wizards.

CTW started as a VR project in Dec 2022. It is ready to pivot and deliver an MR vertical slice by Oct 2023.

MIXED REALITY FEATURES

- Passthrough to show real walls & ceiling using projection.
- 2. Replace **Scene** floor with landscape.
- 3. Spawn mountains on Scene volumes, e.g. couch, table.
- 4. **Spatial Anchor** the castle where you want it. The level is procedurally generated.
- 5. Magical portals open on the walls; monsters jump out.
- 6. Hand Tracking/Interaction SDK for all interactions (pick up/place wizards, buttons).





Tower defense is a long-standing, well-known genre of games. This game will show how to combine familiar gameplay with new MR capabilities offered by Meta, and make an awesome, magical game!

We aim to deliver a fantastic experience across 3 pillars:

Mixed Reality - Wizard Themed - Tower Defense

DESIGN SUMMARY

Level Loop:

- The room transforms into a fantasy landscape.
- Place a castle anywhere.
- Platforms/bridges appear.
- Monsters walk along the platforms. Defend the castle!
- Replayable (procedural level, various player strategies).

Core Loop:

- Gems (fire/water/earth/air) spawn on the map. You are granted some gems at the start.
- Spend 2 gems to summon a wizard, then place it somewhere. Discover all the elemental combos!
- Wizards kill enemies, who drop gold.
- Spend gold to upgrade wizards. Each wizard has an auto-attack skill and an ultimate skill. Each wizard has 3 upgrades which dramatically improve their skills.







Studio Tonkin is the name used by Shaun Norton to publish VR games. Shaun is registered as a sole trader in Australia, but currently resides in Vietnam, where he hires contractors.

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Shaun NortonLead/Engineer/Designer



Andy Nguyen
Producer/QA



Tam Bien
Concept Artist



(TBD)
3D Artist/Animator

PREVIOUS TITLES

Shaun Norton's experience includes...

Released **Unstung**, a bee-themed tower defense, for Oculus Quest in 2021 (<u>link</u>).

Released **Moon Slime**, a space-themed sport game, for Oculus Quest in 2022 (<u>link</u>).

Worked on **Richie's Plank Experience** at Toast VR during 2021.

Worked on the **Crossy Road** franchise at Hipster Whale during 2022.

Attended Oculus Connect 6 (2019). Graduated Bachelor of Marketing (2018). VR/Unity dev since 2017, with prior art/technical experience.











SCHEDULE

DEC 2022 Pre-production started

FEB 2023 Production started

APR Pitch approved; start MR pivot

JUN Alpha Playable

(MR + Core implemented - no art)

JUL Beta Playable

(Art + Level Completed)

AUG Submitted to App Lab

SEP Approved by App Lab

OCT Released on App Lab





The game is already in development!

We have 2D art ready for a 3D artist.

Much of the core gameplay is implemented. See the video at: https://youtu.be/0-P03F5F4Hq

Post-release Plan:

After the vertical slice is completed, the team will assess whether to continue onwards to a full game, depending on how it performs.

FINANCIAL

Labour	Mode	Start	End	Weeks	Rate	Cost (USD)
Lead/Engineer	Full-time	April	Oct	29	\$800	\$23,200
Producer/QA	Part-time	June	Aug	11	\$300	\$3,300
Artist	Contract	April	May	8	\$500	\$4,000
					Subtotal	\$30,500

Other Items	Cost (USD)	
Audio (from asset store)	\$400	
Art (from asset store)	\$500	
Subtotal	\$900	

Summary				
Labour	\$30,500			
Other	\$900			
TOTAL	\$31,400			

The total cost to finish this vertical slice is \$31,400.

We would like to ask for a funding amount of **\$25,000** in order to deliver on-time and at a high quality.

The remaining \$6,400 will be self-funded.

Thank you for your consideration.