01 SIDH

Go on an adventure in a mysterious cave where the voices of ancient kings will guide you through a journey filled with puzzles and discoveries.

KEY INFOS

Genre : 3D Puzzle Game combining reflection and platforming
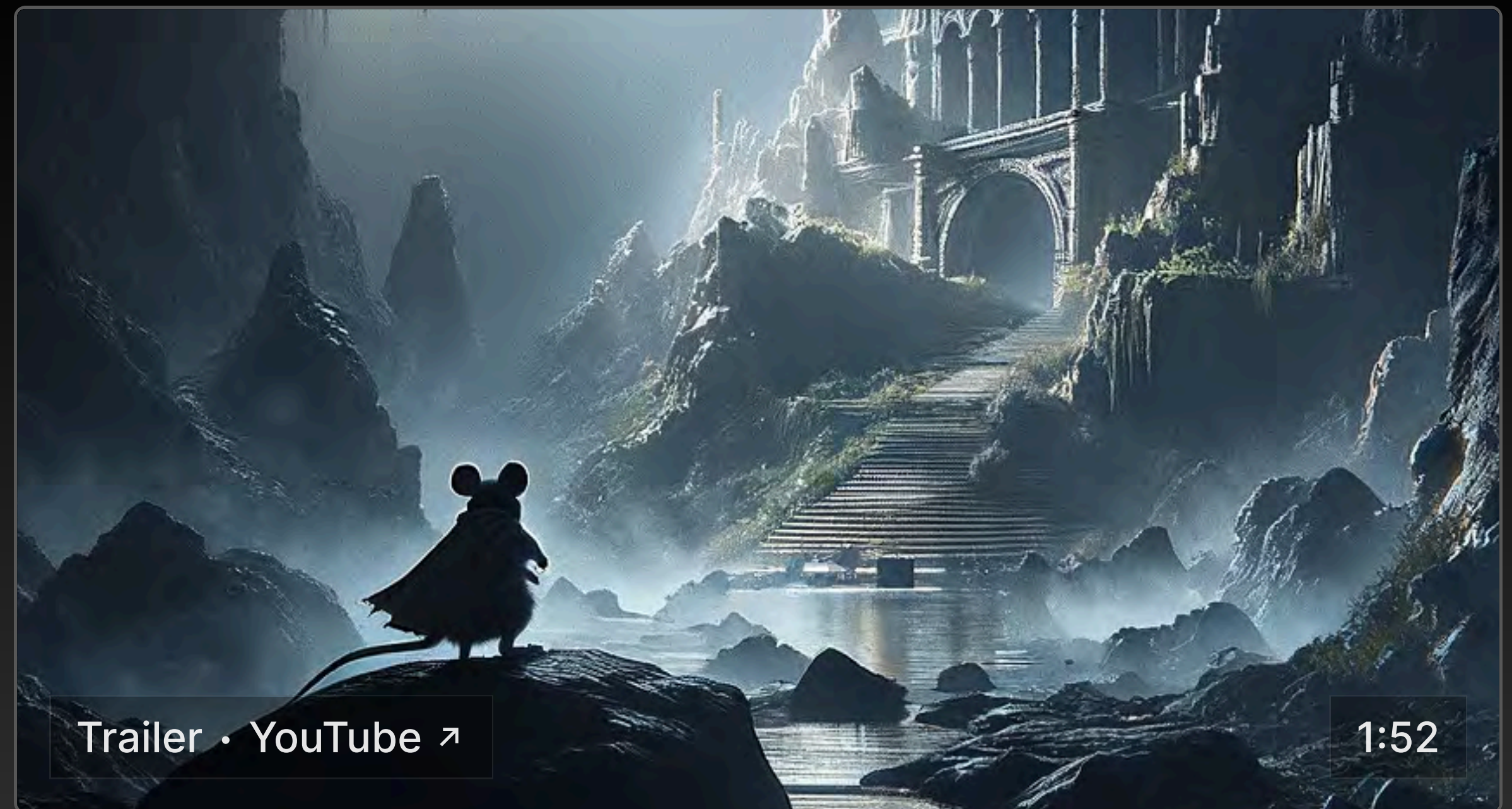
Unique Concept :

- *Record* your movements and *replay* them with clones
- *Solve puzzles* and progress ever deeper into a historical cave
- *Freely explore* areas while discovering a story inspired by *true events*
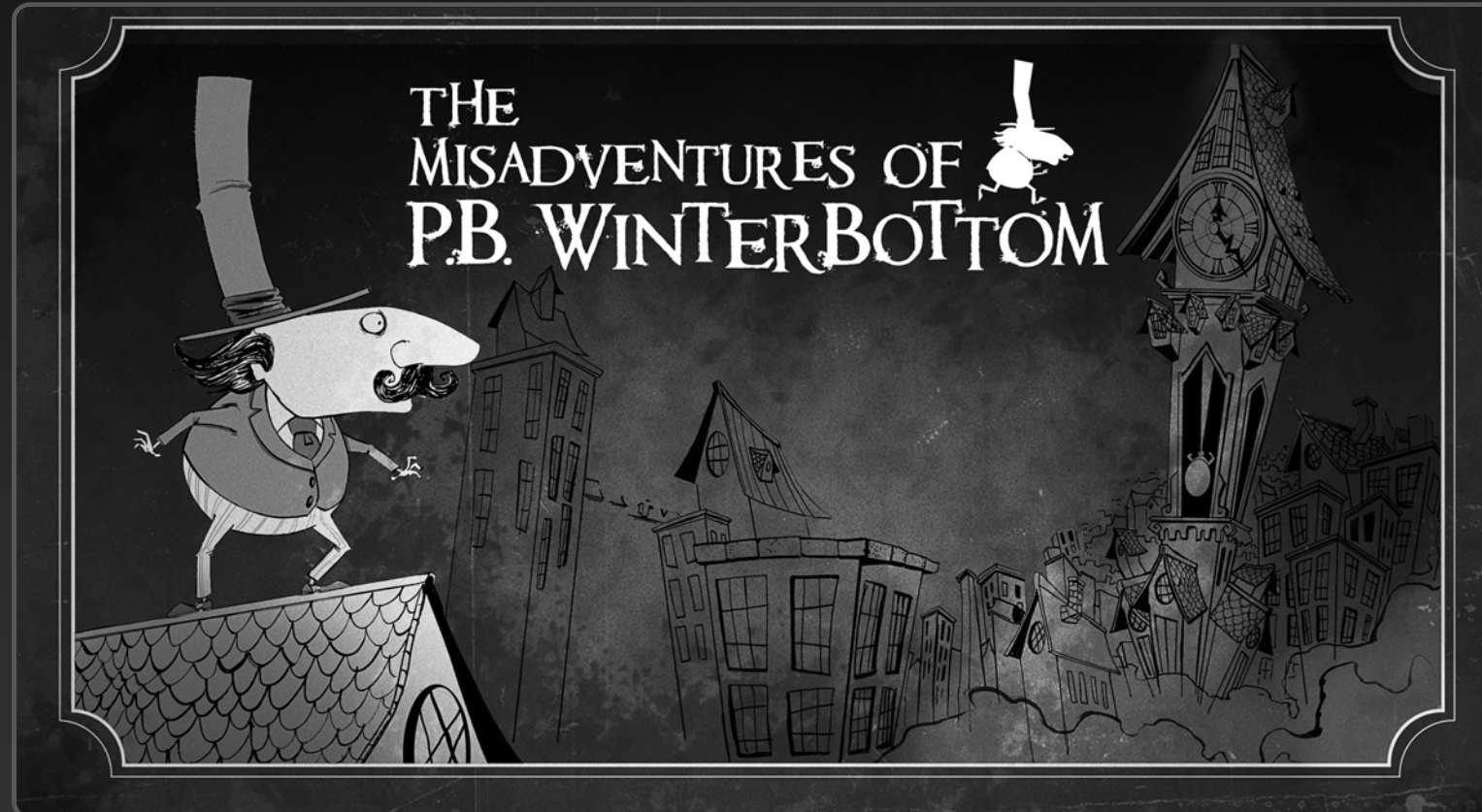
Platforms : PC & Consoles

Estimated price : ~25€

Estimated Game Time : ~10h

Trailer · YouTube ↗   1:52

SIDH · Itch.io ↗   ~45 minutes

Many successful games blend captivating mechanics with immersive worlds. SIDH positions itself within this space by offering a fresh experience that combines puzzles, exploration, and storytelling.

- A super niche game, but still with around 400 positive reviews.
- Introduced time manipulation and cloning mechanics within a silent film-inspired aesthetic.

- Over 1M units sold, genre-defining for puzzle games.
- Pioneered time manipulation mechanics intertwined with a profound narrative.

- Surpassed 1 million units sold, a significant achievement in the VR gaming sector.
- Combined traditional platforming with VR immersion, featuring a compelling protagonist, Quill.

It is also a genre that works well with players with very good figures and encouraging results if we position ourselves well with a DA and a narrative concept that sets us apart from other games.

03 PILLARS OF THE GAME

SIDH is built around three key ideas that define *everything*.

MECHANICS

- Play as a small mouse that can **record and replay** its movements to solve puzzles.

- Use these abilities to overcome obstacles, unlock new areas, and progress through the cave.

- **Freedom —** Choose how to solve puzzles and explore at your own pace.

NARRATION

- The story is revealed subtly, through **visual details and voices** that guide you along your journey.

- A story **inspired** by the tragic **Massacre of the Isle of Eigg**, a **Scottish real event**, blending history and mystery.

ENVIRONNEMENT

- Solve puzzles that feel naturally part of the environment, creating an **immersive and cohesive world**.

- Explore a mysterious cave with different areas to discover.

05 PROGRESSION & ENGAGEMENT

What can players expect from SIDH? — **A journey that continuously challenges, surprises, and rewards players as they progress deeper into the cave.**

GAME PROGRESSION

META-PROGRESSION

- **Exploration —** Unlock new sections of the cave as you solve puzzles.

- **Puzzle Variety —** Each section introduces new mechanics and layers of difficulty.

- **Narrative Unfolding —** Learn more about the tragic historical story as you progress.

- **Unlock New Abilities —** Gain upgrades or new interactions that allow for advanced puzzle-solving.

- **Replayability Features —** Explore alternate paths and solve optional puzzles to find hidden secrets.

- **Achievements & Challenges —** Completion objectives encourage exploration and reward creative solutions.

06 ROADMAP

PRE-PRODUCTION
2024

ALPHA

- Finalize core mechanics and prototype.

- Seek funding and partnerships.

TRAILER LAUNCH
Q1 2025

- Publish trailer and launch Steam page.

- Begin community engagement (social media, Discord, devlogs).

DEMO RELEASE
Q2 2025

BETA

- Release a playable demo during festivals.

- Collect wishlist data and adjust game features based on player feedback.

BETA TESTING
Q3 2025

- Run closed beta with focus on puzzle design and narrative pacing.

- Start marketing campaign (press previews, influencers).

FULL RELEASE
Q4 2025

GOLD MASTER

- Official launch on PC and Nintendo Switch.

- Target holiday season for maximum visibility.

POST-RELEASE
2026

- Explore DLCs or sequels based on player feedback.

- Expand localization to additional languages.

- Port the game to new platforms (PlayStation, Xbox).

OUR NEED

To bring SIDH to its full potential, we are looking for support in the following areas:

MARKETING & VISIBY

- Social media campaigns to grow our online presence.
- Collaboration with influencers and press coverage to drive player interest.
- Assistance with store page optimization (Steam, Nintendo eShop).

LOCALIZATION & PORTING

- Support for translating the game into multiple languages to broaden our market.
- Expertise in porting SIDH to consoles (Nintendo Switch and potentially PlayStation/Xbox).

FUNDING & RESOURCES

- Ongoing development costs.
- Marketing campaigns and post-launch updates.
- Recruitment support for hiring Game Designers, Level Designers, and QA specialists to strengthen our team.

BUT WHY DO WE NEED YOU?

With your help, SIDH can achieve its full potential as an immersive and memorable puzzle-platformer. Together, we can create a game that resonates with players worldwide.
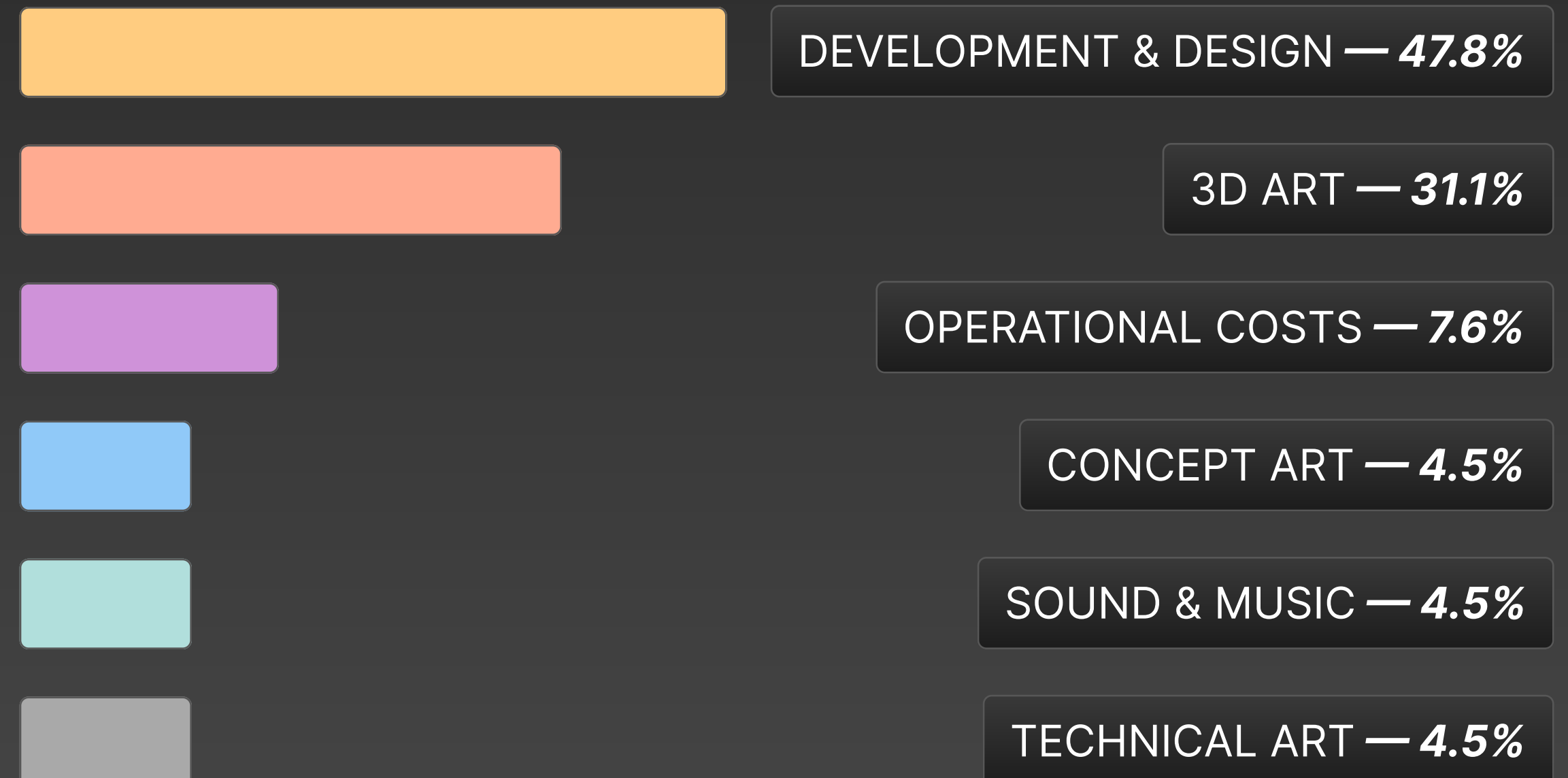

WE NEED YOU!

08 PROJECTED BUDGET ALLOCATION
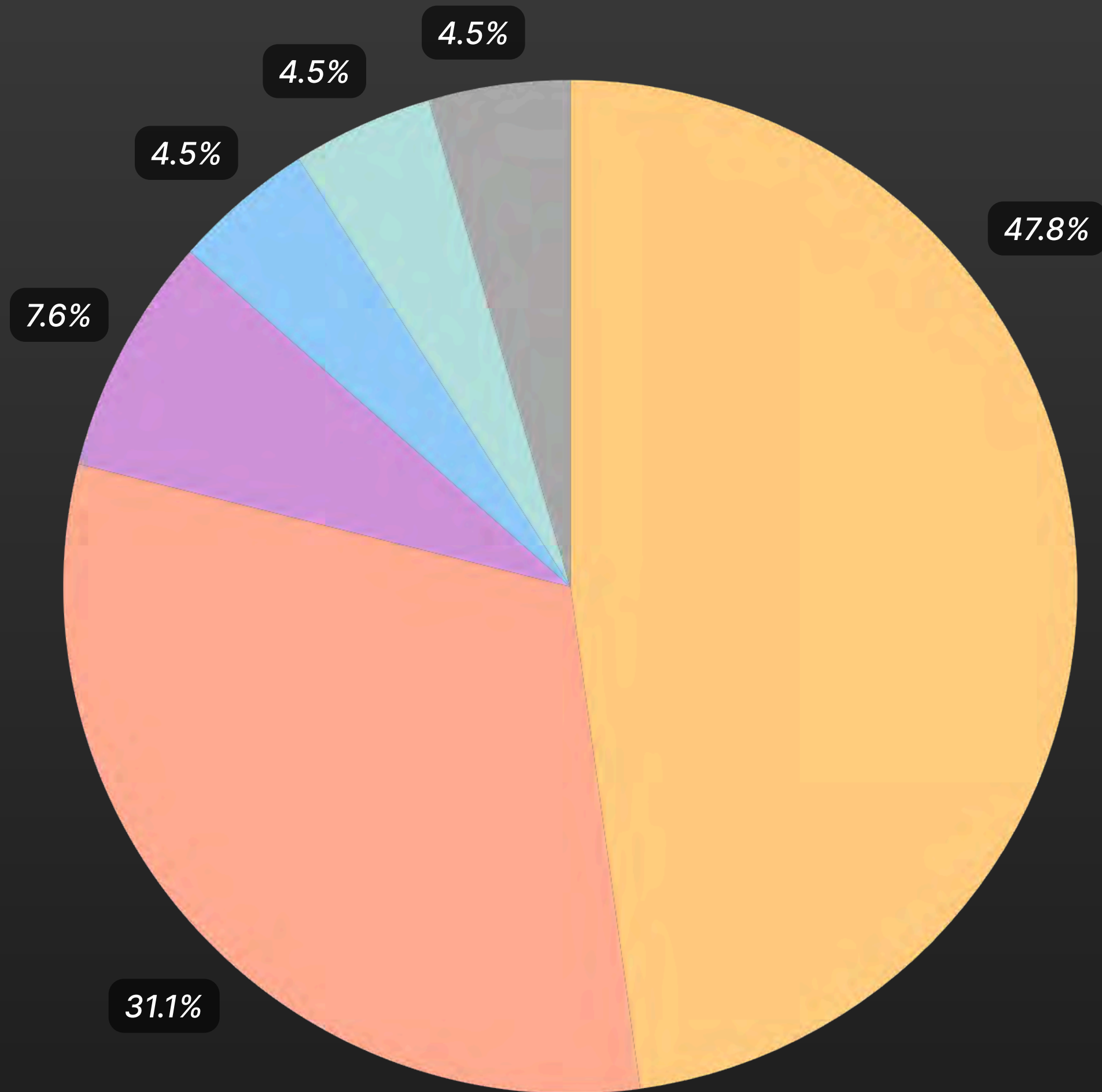
BUDGET INFORMATIONS

- Total Budget: €400.000,00
- 12 Months of Development
- Burn Rate: ~€30k/month

LEGEND

- DEVELOPMENT & DESIGN — **47.8%**
- 3D ART — **31.1%**
- OPERATIONAL COSTS — **7.6%**
- CONCEPT ART — **4.5%**
- SOUND & MUSIC — **4.5%**
- TECHNICAL ART — **4.5%**

OUR MISSION

Founded in 2024, we specialize in immersive, narrative-driven games that blend innovative mechanics with compelling storytelling.

For us, video games are more than entertainment—they are a medium for emotional connection, exploration, and meaningful interaction. Our goal is to create dynamic worlds where every detail tells a story.

WHERE WE WORK

Based in the culturally vibrant city of Mulhouse, our team is committed to pushing creative boundaries and delivering unforgettable gaming experiences.

THE TEAM

| **LENA OGULLUK** *GAME DIRECTOR* | **ELIOTT BLACHA** *LEAD PROGRAMMING* | **HADRIEN VERRECCHIA** *CREATIVE DIRECTOR* |

⚠️ *WE'RE GROWING!* ⚠️

- 1 Game Designer
- 1 Game Programmer
- 1 Sound Designer
- 1 Narrative Designer
- 2 Level Designers
- 1 VFX Artist

HISTORICAL ASPECT

- Inspired by the tragic *Massacre of the Isle of Eigg*, SIDH sheds light on a forgotten chapter of Scottish history.

- Transforming *historical learning* into an interactive and immersive gaming experience.

NARRATIVE INNOVATION

- A narrative built through *environmental details* and gameplay.

- Themes of mortality, memory, symbolized by the mouse protagonist in a *story-rich world*.

HIGH MARKET VALUE

- Puzzle games with strong narratives attract *players of all ages and preferences*.

- Potential for *partnerships* with institutions like museums, schools, and academic communities.

- The mouse protagonist is perfect for creating *emotional connections and merchandise*.

POSSIBILITY OF SEQUELS

- The story invites *expansions*, allowing for further exploration of the narrative.

QUESTIONS? *ANSWERS.*

Feel free to reach out for more details, collaboration opportunities, or just to discuss SÌDH.

Thank you!

SIDH

PLAYSIDH.COM

CONTACT@PLAYSIDH.COM

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