



KEEP IT BURNING

A SURVIVAL + CRAFTING HUMOROUS GAME



WHAT IS THIS ABOUT?

Survival + Crafting Humorous game

Play as Scrag or Skrog

Guided by The Elder



SCRAG



**THE
ELDER**



SKROG

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WHAT IS THIS ABOUT?

Mastering fire

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GAME PILLARS

Survival - Emotional journey

Crafting

Family oriented

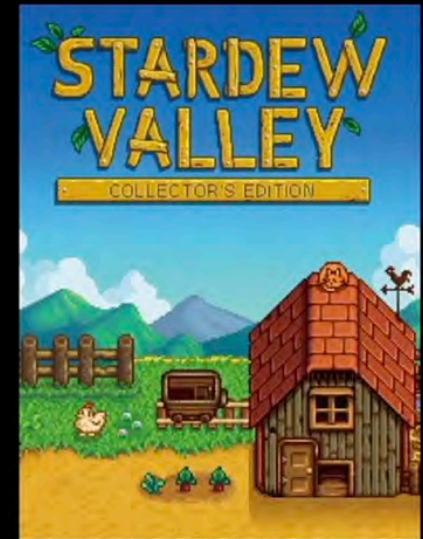
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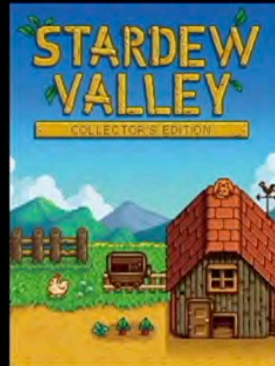
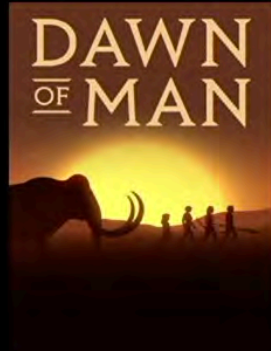
GAME CONCEPT

Don't Starve
meets
Stardew Valley



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X
X
X

X
X

X

X

X
X

SURVIVAL

CRAFTING

PIXEL ART

CAMPFIRE

PREHISTORIC



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Balance resource harvesting with sustainability

Scout new and better locations

Harvest wood to keep the fire burning

Unlock additional player characters

Upgrade the fire to survive!

GAME MECHANICS



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GAME LOOP

- Keep the fire alive
- Harvest resources
- Protect the fire



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LONG TERM GOALS

- Unlock new tools and technologies
- Activate new player characters
- Improve your camp
- Explore new biomes



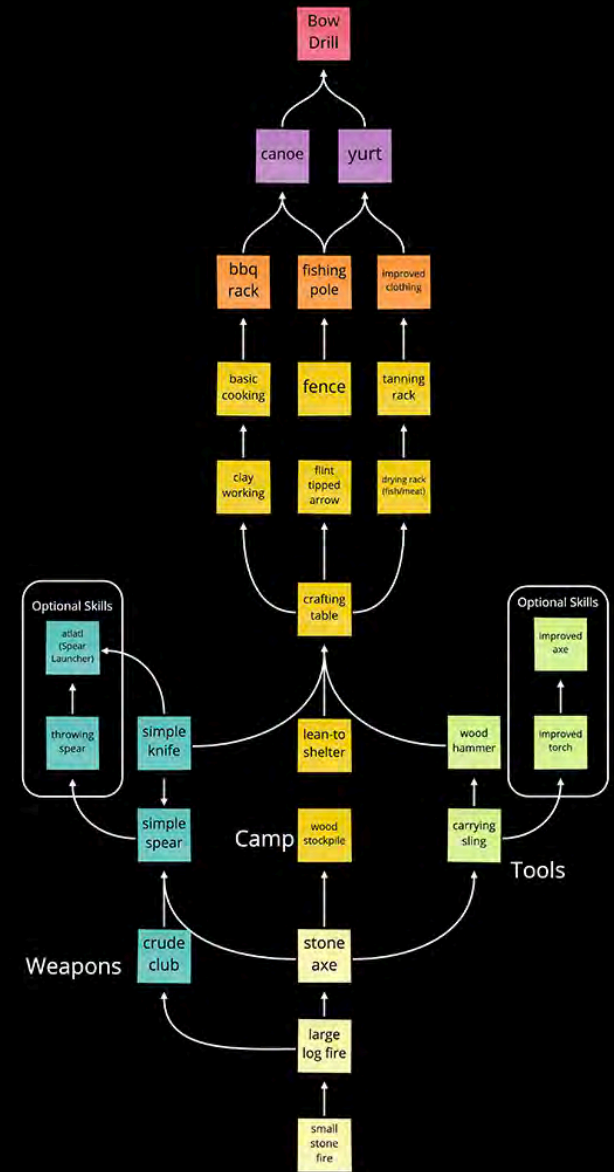
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1ST HOUR

- Upgrade your Camp
- Interact with new tribes
- Unlock new tools
- Activate all playable characters

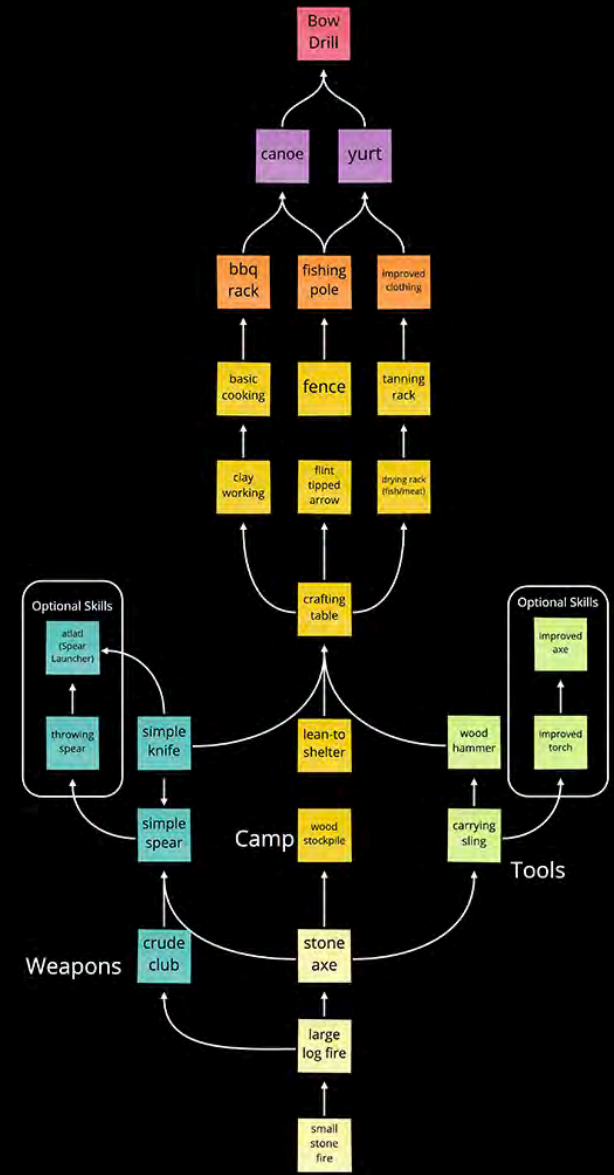


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10TH HOUR
 Explore new biomes
 Interact with new tribes
 Relocate your Camp
 Experiment with new skills



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GAME MAP

Level progression

Hidden areas



MOOD CHART



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CHARACTER DESIGN

Torch
Backpack
Hand protectors

SCRAG

SKROG

ELDER

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CHARACTER DESIGN

Inspired on Pixar's Brave

(c) Pixar / Disney

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ZX SPECTRUM

AMSTRAD CPC



WHY PIXELART?

Retro gaming enthusiasts

Nostalgia



COMMODORE 64



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INFLUENCES

Knight Lore
Hydrofool
Head over Heels
Time Stood Still
Prehistoric 2



The Wild
Branch

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Av. Playtime 15 hrs

5,720,000 Owners

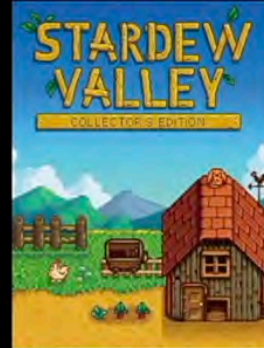
3,110 In Game
+ 500,000 installs



Av. Playtime 18 hrs

646,000 Owners

1,104 In Game
+ 10,000 Installs



Av. Playtime 51 hrs

9,864,000 Owners

25,107 In Game
+ 1 Million installs



KICK
STARTER

€ 147' 000



3597 Backers



STEAMCHARTS

GET IT ON
Google Play

KICKSTARTER

steamspy
know your games

BUSINESS MODEL



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PRE PRODUCTION GRANT

Design & Coding Art & Animation Music / Sound FX Licences & Distribution Localization

4'000 €

4'000 €

800 €

300 €

450 €

Total
9'550 €



Suitable for all
age groups



Windows 10



Multi platform



Distribution channels

October 2021
Production Start

November 2021
Play-testing

December 2021
Production
Ends

February 2022
Demo
Completion



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**PHIL
LAKIN**



Coding
Version Control
Game Design
Level Design



**PATRICIO
LAND**

Team Leader
Coding - Game Design
Video & Sound Edition
Publishing

**GIOVANNI
RUBINO**

Team Supervisor

**DEBBIE
NORTON**

Concept Art
Narrative and
Sound Design



**WILL
WARD**

Pixel Artist
Game and
Level Design



THE TEAM

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THANK YOU!

