



HAPPIMAL

We are constantly hungry

An Integrated — Smart & Creative
Production Company

UNHERD Game
Pitch Document

UNHERD



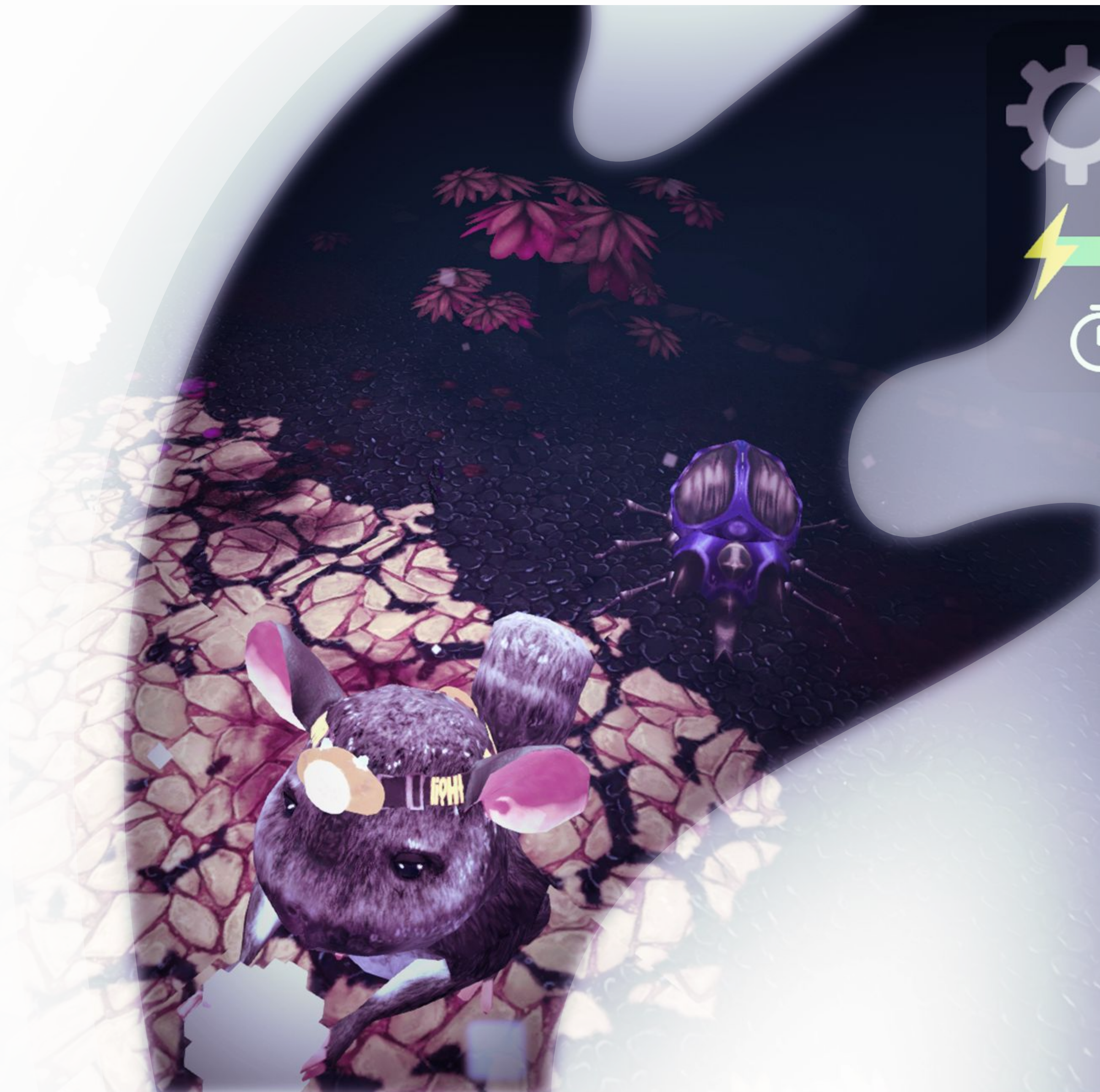
Request Demo
contact@happimal.com



Trailer
https://youtu.be/n50ZHwL_IT4

The game follows a *Chinchilla*, who awakens in a surreal world with a mysterious voice that looms over him. You have *36 hours* to defeat Darkness that threatens the earth.

The title's gameplay and mechanics constitute a departure from the old *3D platformer* games, featuring a *puzzle-like* feeling to it, a *detailed character movement* and *interesting visuals*.





• YOU HAVE **36** HOURS TO COMPLETE THE GAME •

— **21**
Levels

With individual Challenges.

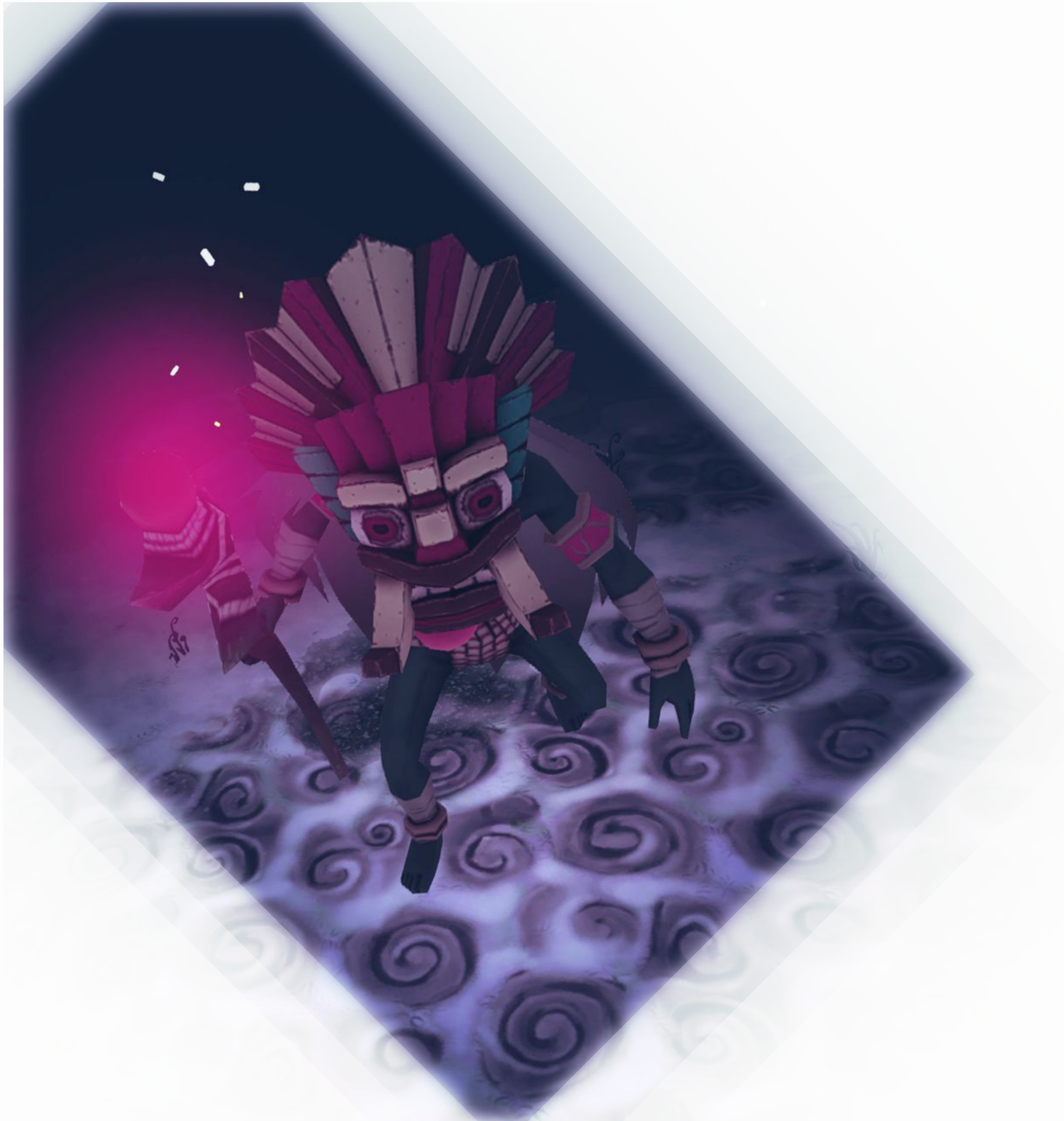
— **25**
lives

Like Candy Crush you would need
to wait for your lives to refill.



A World in Darkness

With a restricted field of view and imminent threats you will depend entirely on the lights you find and your memory/puzzle-solving skills.



WILL YOU DEFEAT THE UNHERD

Featuring
"Nintendo Hard"



Joystick Controller ●

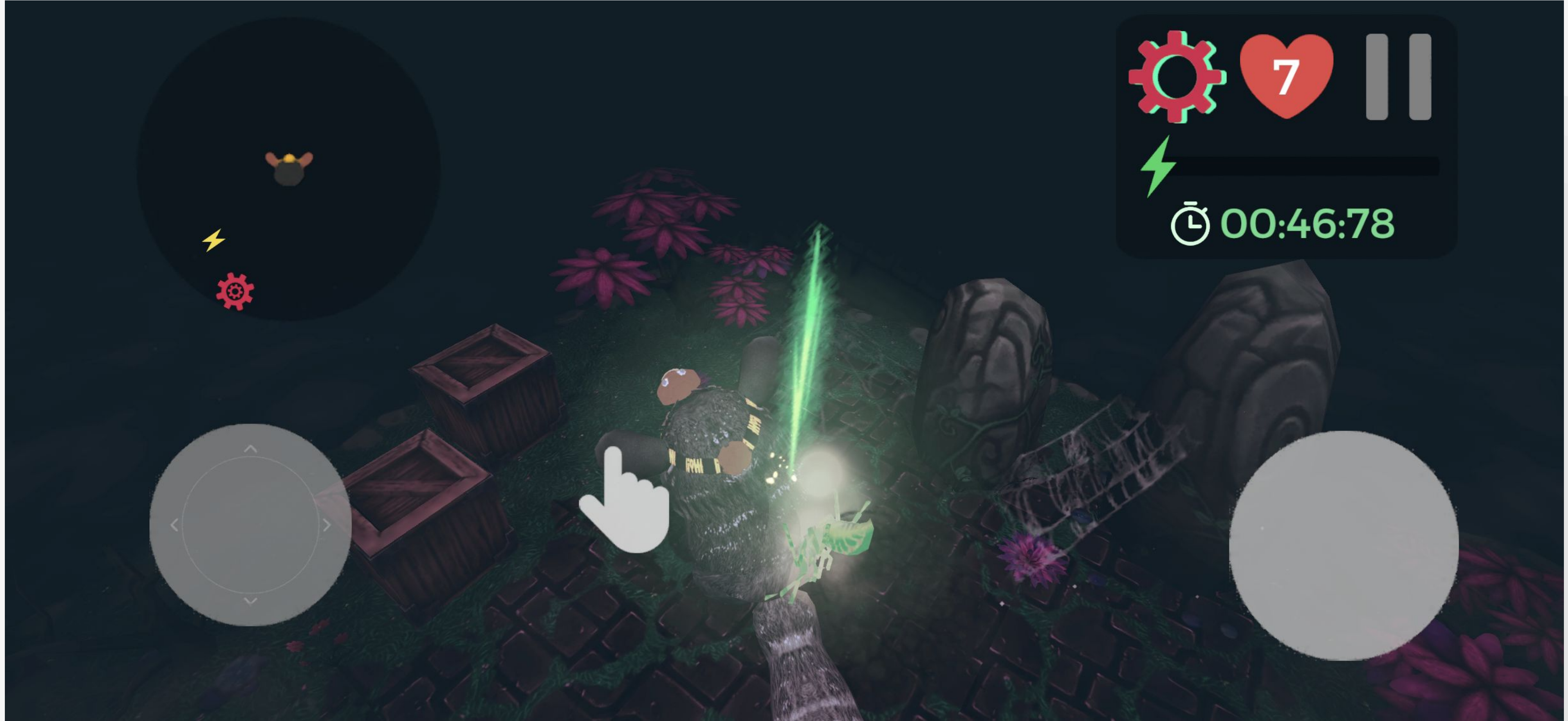
Addictive Gameplay ●

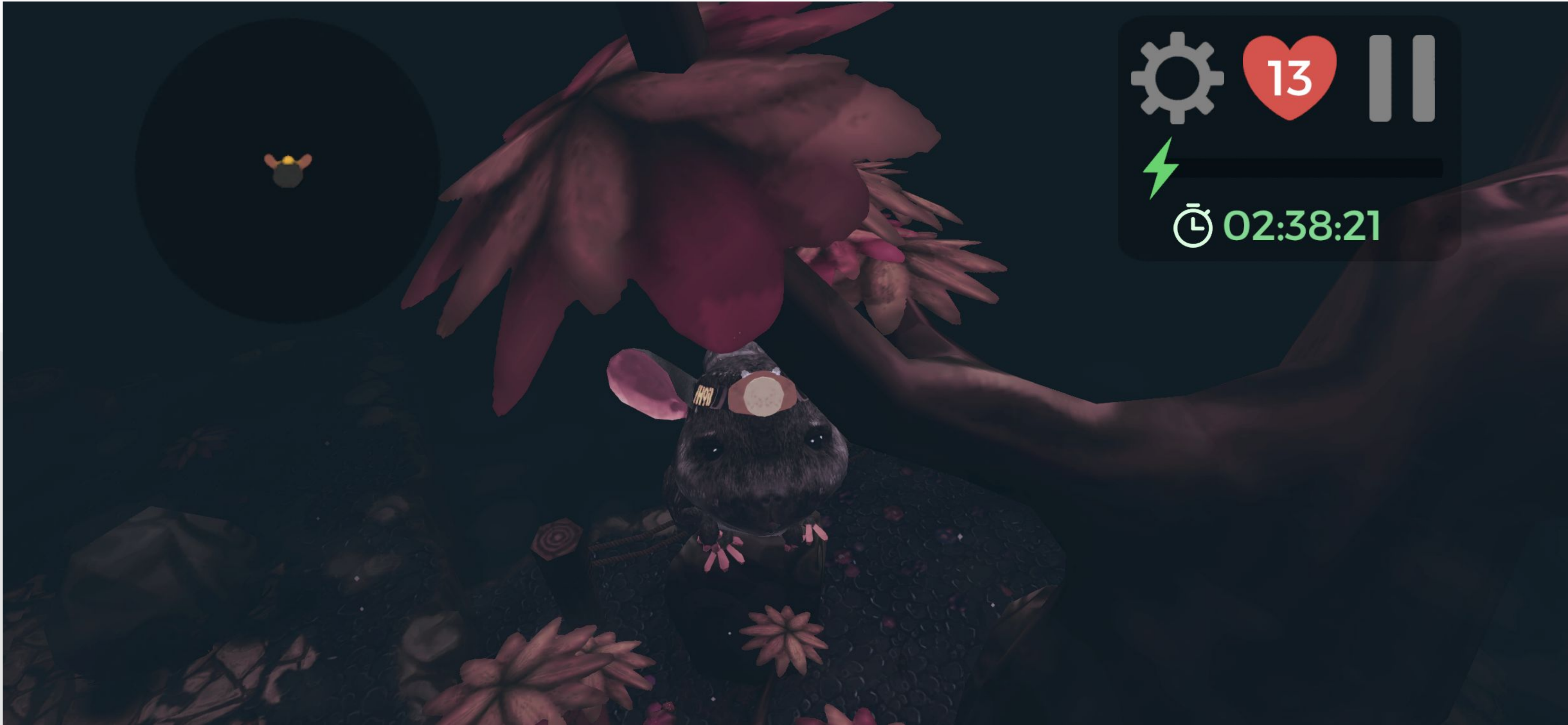
Inclusion of Real-Time ●

Ranking (Game Center) ●

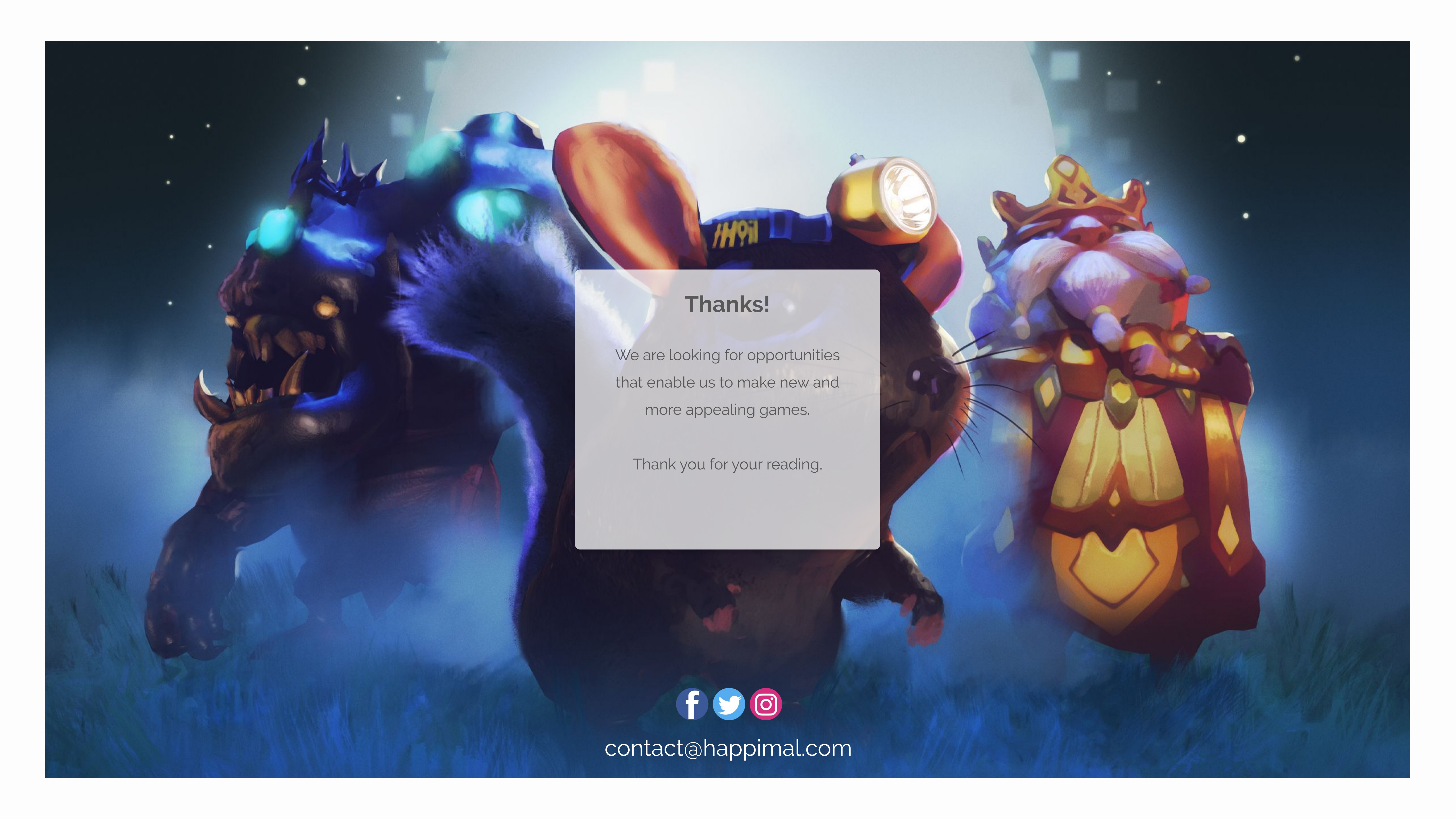
Punishing Mechanics ●

In Game Cosmetics ●









Thanks!

We are looking for opportunities
that enable us to make new and
more appealing games.

Thank you for your reading.



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