



VIRALAND STUDIO



TINY BEATS

Team



Director
Mohammad



Lead Designer
Reza



Product Manager
Omid



Concept Artist
Motahare



2D Artist
Fatemeh



Backend Dev
Amir



Marketer
Sana



Technical Artist
Farzaneh



Game Developer
Arman

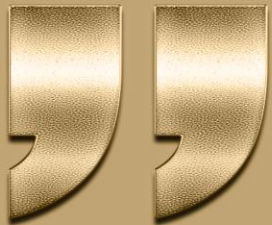
Introduction

A puzzle-platformer, story rich game

2.5D, Side scroll camera

From viraland studio

Made with unity 3D



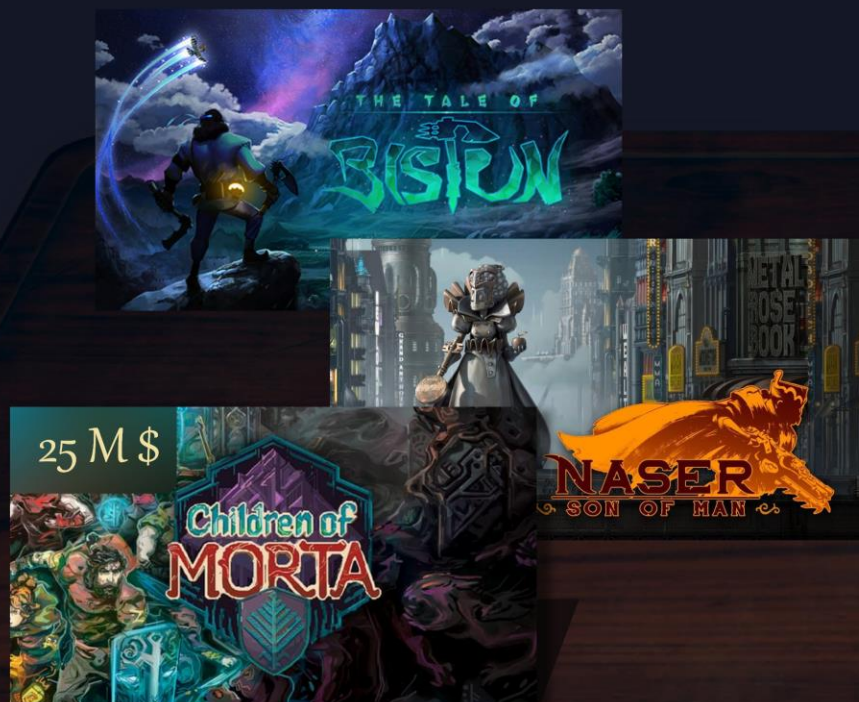
Synopsis

Alma is a teenage girl who steps into the nameless and magical world of tiny creatures called TINY BEATS to find her missing archaeologist father.

In this way, she must go through various puzzles to continue her path and hide and escape from the dangers that threaten her.



Successful Iranian examples

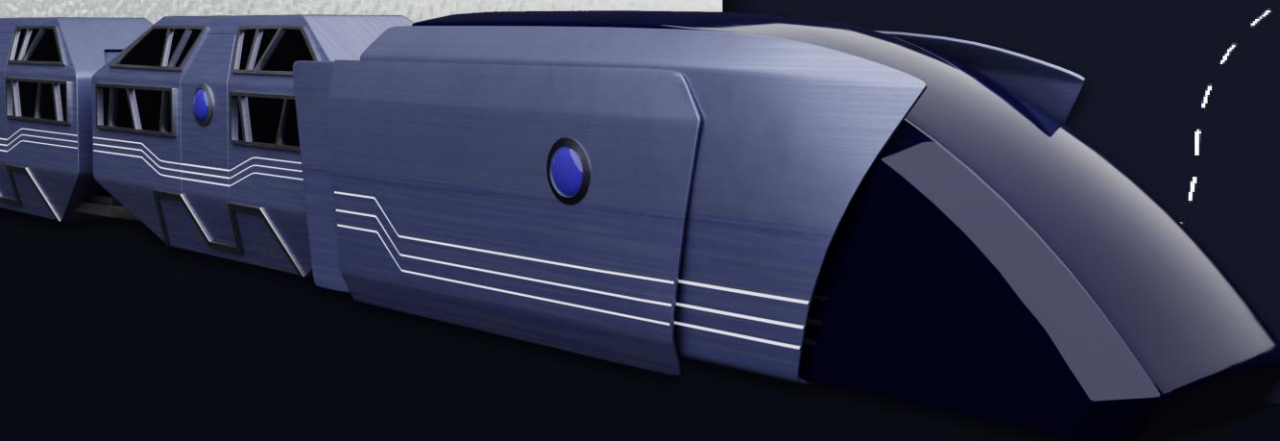


Successful Examples



Successful foreign examples of the same styles

Road map



Planing

1

2022 Feb 20
2022 June 22

Pre production

2

2022 June 22
2023 April 21

Lunch

5

2024 June 21

Production
Marketing

3

2023 April 21
2024 April 20

DLC

6

2025 Jan 20

Test

4

2024 April 20
2024 May 21

Steam



console



Nintendo

DLC



Brand accessory

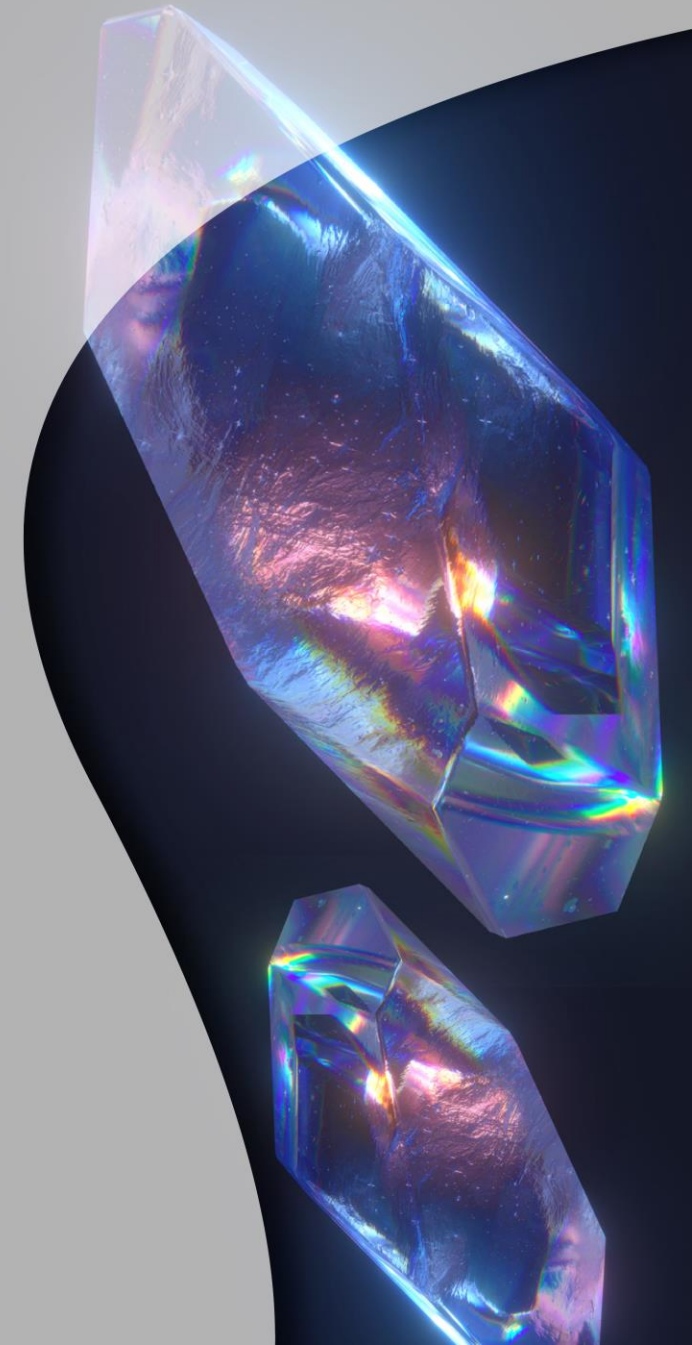


*Business
strategy*



Marketing strategy

- Content advertisement of the game to create awareness
- Marketing on the foreign and Iranian News reports sites have been specified
- Outsourced content design for gaming sites and media



Costs

Toman

HR

1,400M

Out Source

600M

Hardware &
substructure

500M

Marketing

500M

Total

3,000M

Income

Number of copies (Steam, Epic)

500,000

Number of copies (Consoles)

500,000

Price per copy

30\$

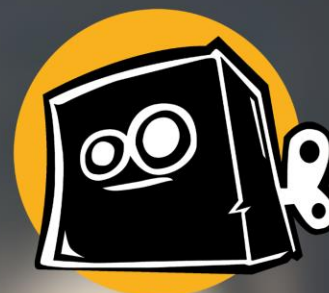
Total

30,000,000 \$

OUR MENTORS



CHILDREN OF MORTA'S
PRODUCER



BLACK CUBE GAMES

TAIL OF BISTUN'S
PRODUCER



SOFRE CHI'S
PRODUCER

منتاب دهنده ییتگامان





thanks for your attention