

HYPPER BOMBER



About

Hyper Bomb is a competitive action game with a strong hyper pop aesthetic and a fast, frenetic gameplay style. Players choose a team and compete to dominate the arena, where constant movement and quick decision-making are key to victory.

Two rival teams face off in dynamic matches, using paint bombs to score points across the map. Players can disarm enemy bombs to steal points, use the environment to their advantage, and rely on teamwork and movement mastery to outplay their opponents.

With simple-to-learn mechanics, high-speed action, and an energetic visual identity, Hyper Bomb delivers an accessible yet skill-driven competitive experience designed for both intense matches and fun moments with friends.



(Click to play the video)

Features

Simple controls

Hyper Bomb uses a streamlined control scheme built around fast, fluid movement, allowing players to dive straight into the action and master mobility as the core of the competitive experience.

Stylized Art

Drawing from the energetic aesthetic of Hyper Pop, the game blends vibrant color palettes, exaggerated shapes, and high-contrast visuals to create a unique, eye-catching style that immediately stands out on screen.

Competitive Gameplay

Built for a competitive environment, Hyper Bomb gives players the tools to master its fast-paced gameplay and showcase their skill.

Music

A soundtrack inspired by EDM and Hip-Hop enhances every match with punchy, energetic beats that elevate the game's fast-paced action.

Fluid Movement

We've polished player movement with great care, ensuring that every action feels smooth, responsive, and satisfying not just to master, but simply to play.





Game Overview

A look into the universe of Hyper Bomb



Technical Data

Platform

PC (future potential:
consoles)

Game Engine

Unity Engine

Genre

Action, Multiplayer,
Competitive

Tags

Skilled-based, PvP,
Fast-Paced

Development Status

Vertical Slice (In
Development)

Target Audience

Competitive
Multiplayer Players

Business Model

Free to play
(With microtransactions)

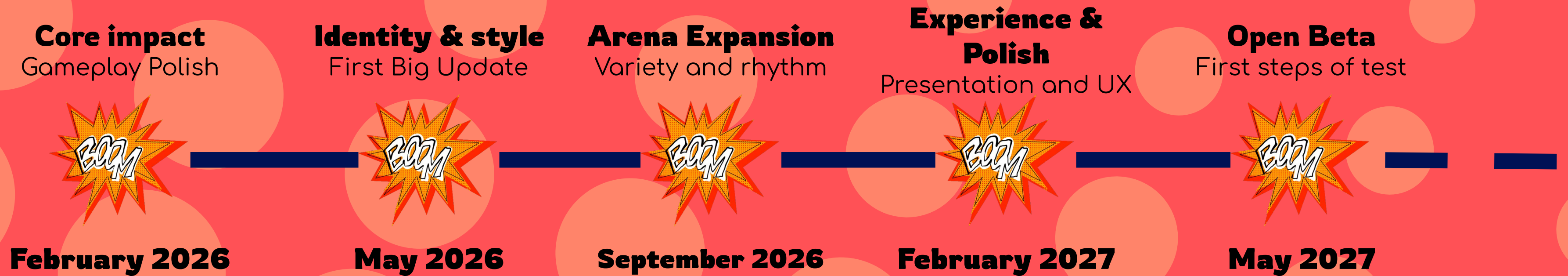
Languages

English and Spanish,
more planned

Roadmap

Hyper Bomb is currently in active production. Born during GameJam+ 2025, the project is envisioned as a long-term free-to-play title supported by constant updates and ongoing balance improvements.

This roadmap outlines our short-term development goals and will remain flexible, evolving alongside the project and its community.



Publishing and investment

Hyper Bomb is envisioned as a long-term Game as a Service project. Our goal is to establish a strong and sustainable partnership with a publisher that shares this vision, focusing on continuous development, live operations, and long-term growth.

Based on our current studio structure, the estimated development cost for a 12-month production cycle is approximately USD 276,700, covering core development salaries, outsourcing services (such as music and sound design), hardware, and production-related expenses.

From a publishing partner, we are seeking:

- Financial investment to support development and live operations
- Support in distribution and platform relations
- Strategic guidance in marketing, and growth strategy

We are open to discussing revenue sharing models and long-term collaboration structures. While our preference is to retain ownership of the IP, we are open to negotiation depending on the scope and value of the partnership.

Our objective is to build a transparent, collaborative relationship with a publisher, focused on growing Hyper Bomb into a sustainable, competitive, and continuously evolving live service experience.



Team

Gentleman Group Studio is a team of nine passionate developers with solid experience in game creation. Members of our team have previously worked with game development studios and contributed to multiple independent projects, gaining hands-on knowledge in programming, level design, character design, UX, art direction, and production.

We believe video games are a powerful medium for expressing ideas, stories, and emotions. We fully understand the challenges that come with building a complete game, and our experience, workflow, and resilience allow us to approach them with confidence.

With over three years of active experience in the industry, we have participated in public events, showcased our projects, received valuable feedback from players, and built a growing community around our work. These opportunities have helped us refine our processes, plan effectively, and deliver projects more consistently.

We are storytellers.

We are creators.

We are Gentleman Group Studio.



Agustín Piedra Torres
CEO, programmer and
developer



Catalina Rodriguez Zamora
Digital artist and animator



Leonardo Lizano Najera
Programmer



Jatnhiel Fonseca Marchena
Music Composer



Cristian Rojas Conejo
Art Director and digital
artist



Bryan Blanco Abarca
Community manager and
programmer

Demo

**You can play the Demo in
the following link!**

[Itch.io](https://itch.io)





THANKS FOR YOUR ATTENTION!



OUR SOCIAL MEDIA



gentlemangroupstudios.com



thegentelmangroup@gmail.com