



Mission B.R.E.A.D



About

Mission: B.R.E.A.D is an **incremental game** inspired by spy comedies, featuring a clean **low-poly visual style**. As an agent, your objective is to collect as many ingredients as possible for the gluten-free bread recipe. These ingredients have been stolen by a villainous organization determined to stop you. To succeed, you must evade guards and obstacles, avoid security cameras, recover the ingredients, and deliver them to complete your mission.

Each time a mission is completed, **a new one is assigned**, more challenging than the last. You'll be required to deliver an increasing number of ingredients to succeed, and if you fail, you'll have to **start over from scratch**. To support you in the field, you'll have access to gadgets that help you escape the most demanding situations.

Enter the field, collect the ingredients, and escape without being caught. Complete every mission and prove yourself as the best agent. We need you, agent, are you ready for your next mission?



Features

/ Collect /

Gather useful items and ingredients inside buildings to complete your mission.

/ Gadgets /

Players can purchase a variety of items to make their missions easier and more efficient.

/ Different missions /

You can choose between different types of levels, each with more challenges and obstacles but also improvements and greater rewards.

/ Don't get caught /

Different types of enemies will try to catch you in various ways, and if they do, you'll lose everything you're carrying.

/ Your next mission /

Each mission you complete will help you stand out, and you will be assigned more challenging tasks.



Game Overview

A look into the world of Mission: B.R.E.A.D



Technical Data

Platform

PC

Game Engine

Unity Engine 6

Target audience

Casual / Social
Co-op Players

Genres

Stealth, Action,
Multiplayer

Business Model

Premium (\$8 at full
release)

Tags

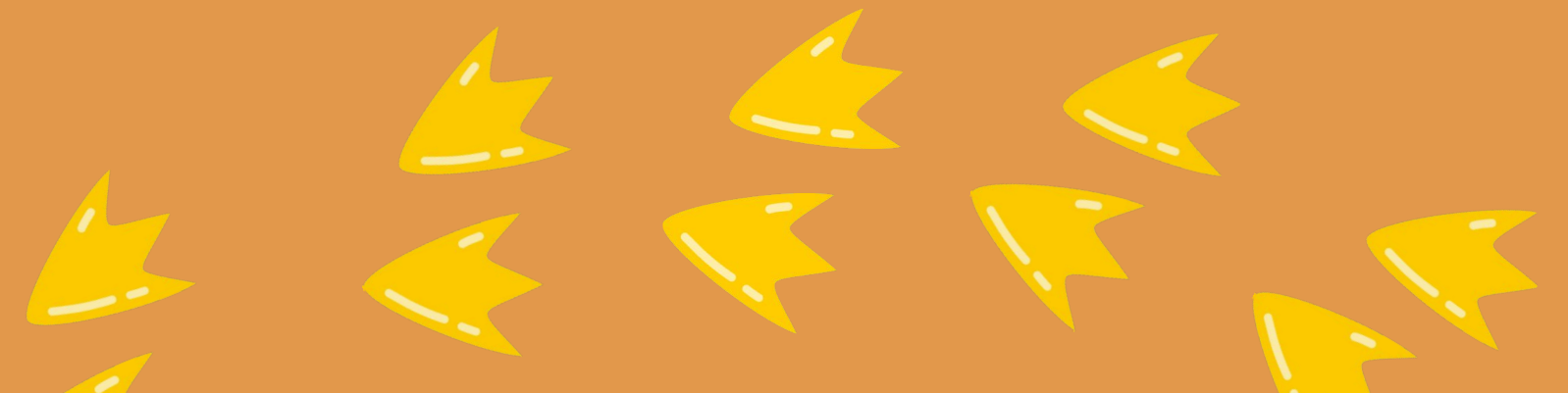
Casual, Co-op,
Replayable

Languages

English, Spanish

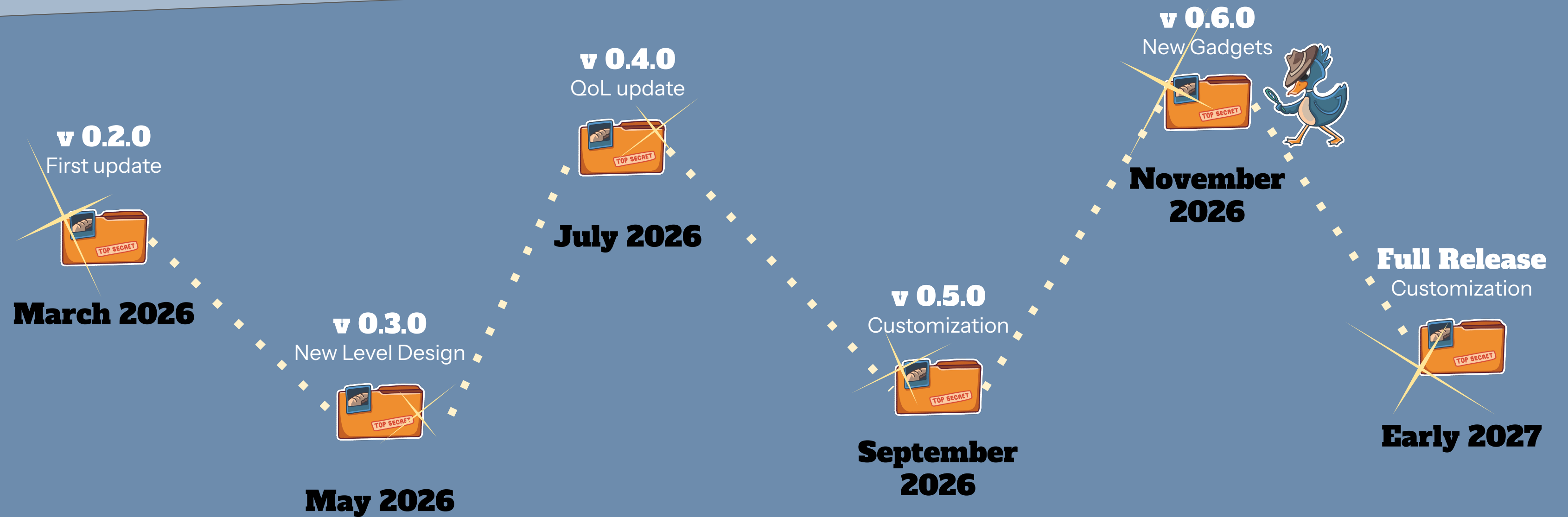
Development Status

Early Access



Roadmap

Mission: B.R.E.A.D is currently available on the Steam store under the Early Access model. Our plan is to continue developing the project over the course of a full year, delivering consistent updates approximately every two months.



Publishing and investment

We are seeking a publishing partner and an investment of USD \$176,700 to support the development of **Mission: B.R.E.A.D** over a **12-month production period**.

The project scope is clearly defined, and the development roadmap is structured around realistic milestones. Our team is fully prepared to execute the plan efficiently and deliver consistent progress throughout the production cycle.

The investment will be allocated primarily to:

- Team salaries and core development
- Outsourced services such as music and sound design
- Hardware and development equipment
- Production support and final polish

From a publishing partner, we are looking for:

- Financial investment support (USD \$176,700)
- Distribution assistance and platform guidance
- Strategic input and publishing expertise

Our objective is to establish a long-term, professional partnership that allows the team to remain focused on development while benefiting from the publisher's experience in bringing games to market.

Revenue sharing terms are open for discussion, and intellectual property ownership is negotiable, with a preference for remaining with the studio.



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



Julian Echandi Echeverri
Digital 2D and 3D artist



Adrián Chaves Gaia
Digital 2D and 3D animator



Andrés Mora Loria
Programmer



Javier Maroto Picado
Digital artist and modeler



Cristian Rojas Conejo
Art Director and digital artist



Bryan Blanco Abarca
Community manager and
programmer



GENTLEMAN
GROUP STUDIO

Steam Page

You can view the Steam Page in the following link!



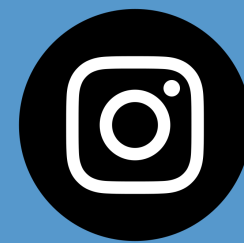
(Click the image)





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OUR SOCIAL MEDIA



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