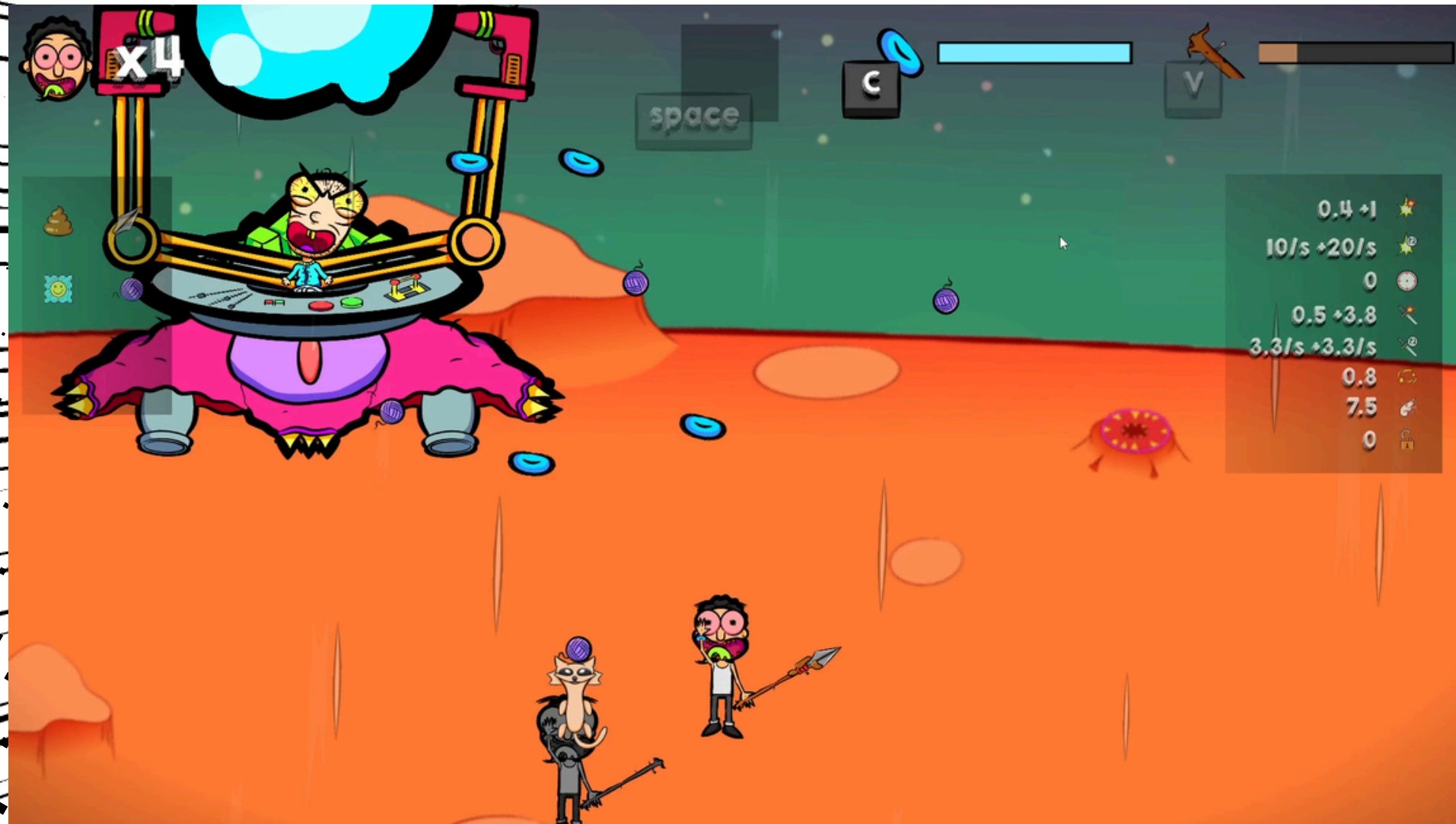


**SHOW BIZARRE**

# ABOUT THE GAME



**A YOUNG MAN NAMED LARRY WHO, WITH A BEAN AND A STICK, MANAGES TO STEAL THE SPOTLIGHT IN EVERY EPISODE.**



# **ABOUT THE GAME**

**A FRENETIC AND ADDICTIVE  
ARCADE EXPERIENCE, BUILT  
AROUND CHAOTIC COMBAT WITH  
A COMEDIC TWIST.**

# KEY FEATURE

## SHOOT-EM UP

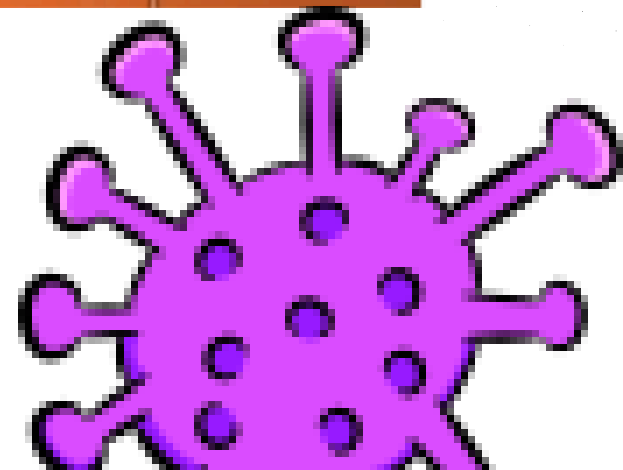
- REPLAYABLE
- CHALLENGING
- FRENETIC ACTION
- SIMPLE CONTROLS



# KEY FEATURE

## ROGUE-LITE

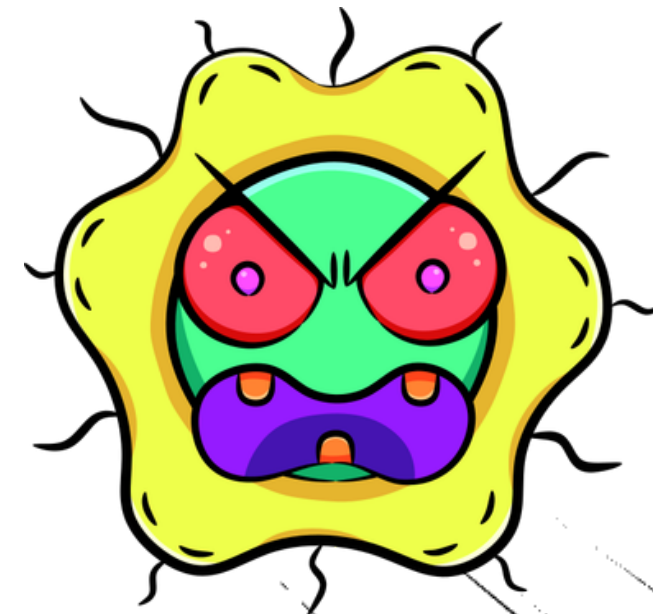
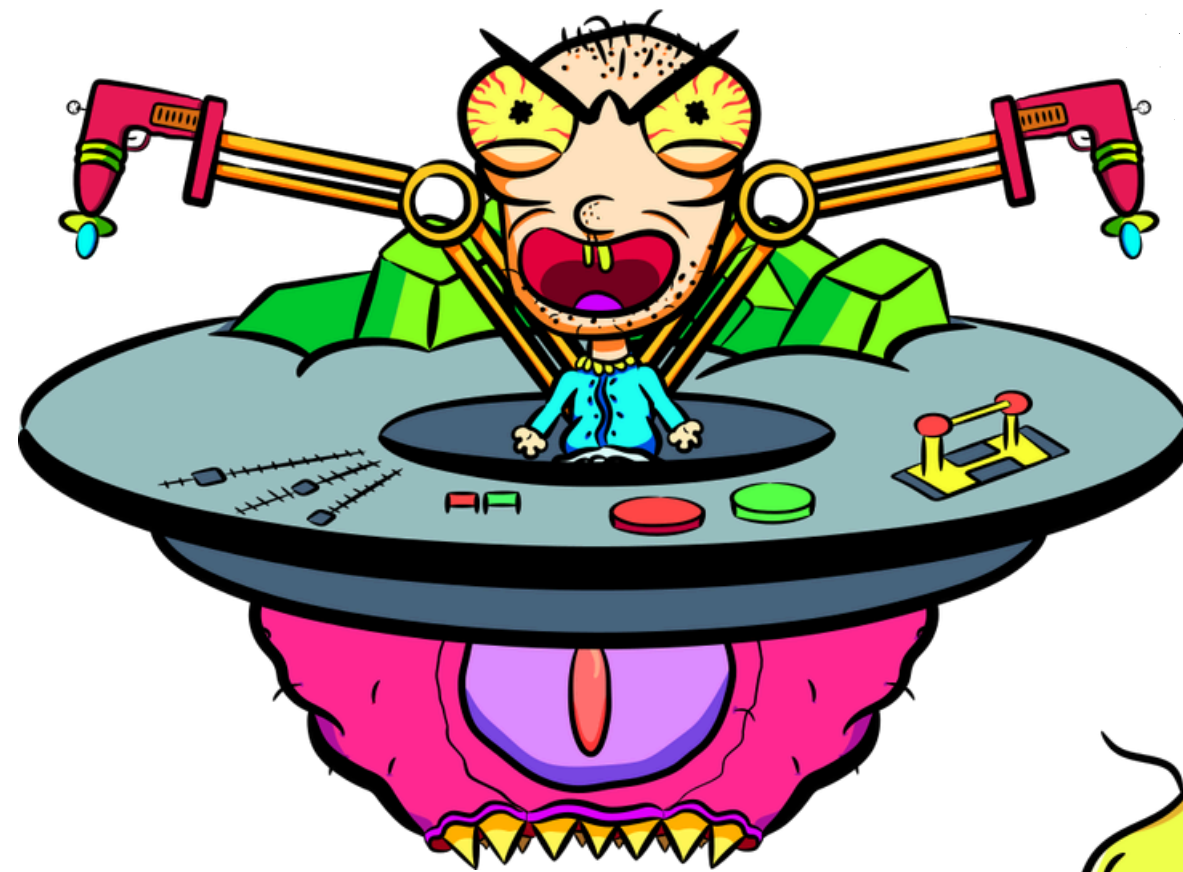
- FUNNY ITEMS
- CHAOTIC GAMEPLAY
- SUSTAINED ATTENTION



# KEY FEATURE

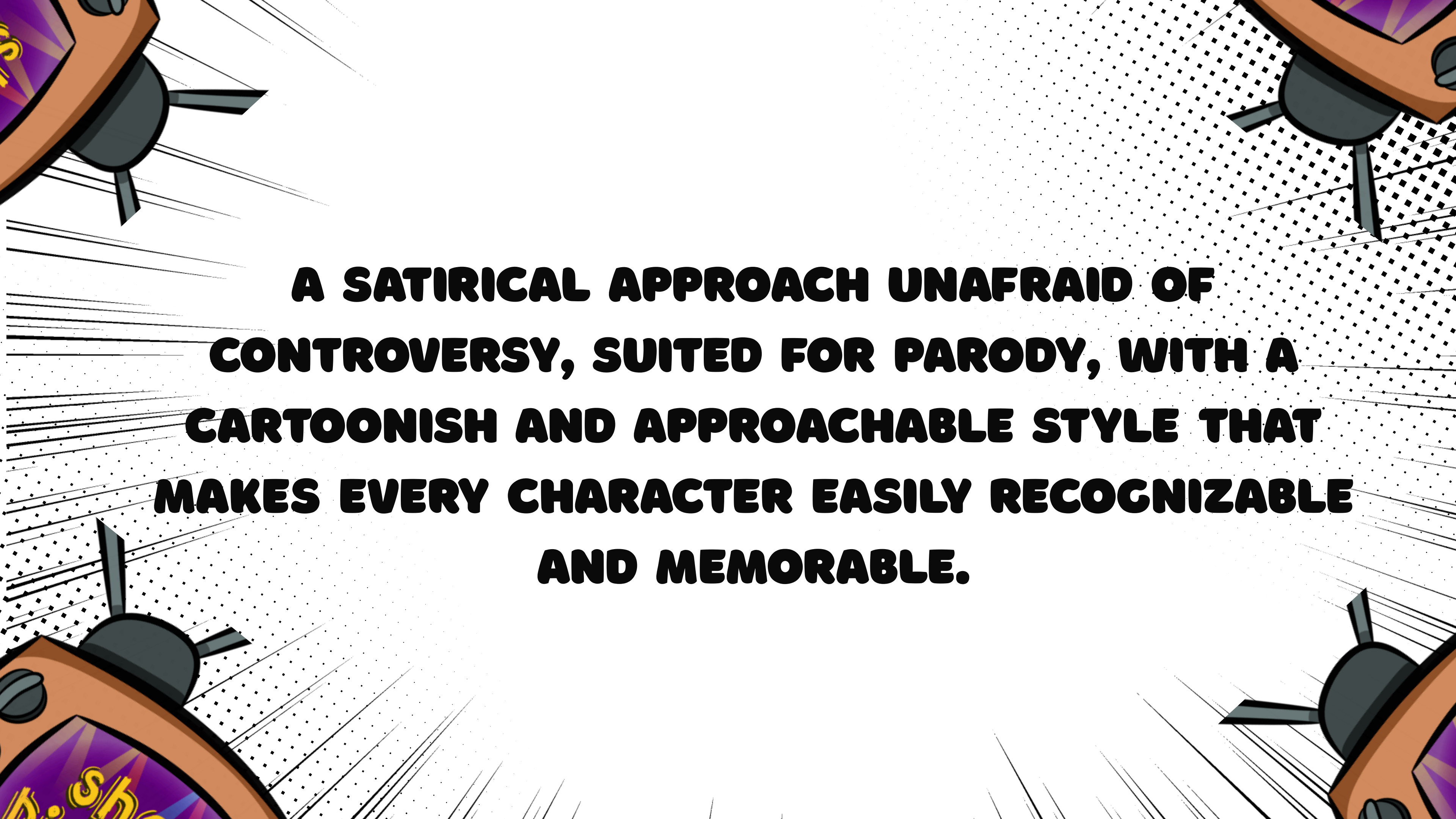
## UNIQUE CHARACTERS

- CARTOON-STYLE
- FUN ANIMATIONS
- SATIRICAL HUMOR



The background features a central sunburst with radiating lines and a halftone dot pattern. Stylized clouds with a grey dot pattern are positioned in the top-left and top-right corners. At the bottom, a large speech bubble with a thick black border is partially visible, containing a blue and purple gradient. The text is centered in a bold, black, sans-serif font.

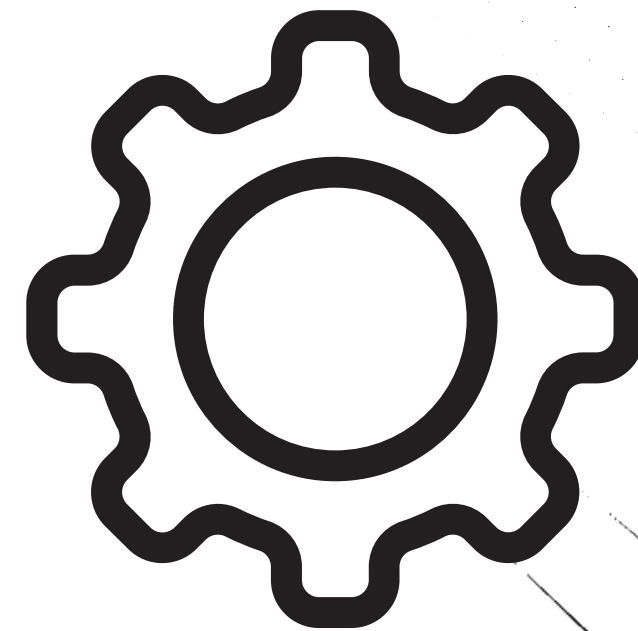
**WHAT MAKE US  
DIFFERENT?**



**A SATIRICAL APPROACH UNAFRAID OF  
CONTROVERSY, SUITED FOR PARODY, WITH A  
CARTOONISH AND APPROACHABLE STYLE THAT  
MAKES EVERY CHARACTER EASILY RECOGNIZABLE  
AND MEMORABLE.**

# **CURRENT STATE OF DEVELOPMENT**

- MOVEMENT, COMBAT & ITEMS SYSTEM FINISHED**
- ART IS IN DEVELOPMENT**
- CHARACTERS, ENEMIES, BOSSES & MINIBOSSES  
ARE IN DEVELOPMENT**
- LEVELS ARE IN DEVELOPMENT**



**SOLO DEV**



**@GLITCH & CRAYON**



**I'M LOOKING FOR A PUBLISHER WHO CAN HELP BUILD AN AUDIENCE BEFORE THE GAME'S LAUNCH AND ACTIVELY MANAGE MARKETING THROUGH MARKET RESEARCH AND STRATEGIC DECISION-MAKING SUPPORT. MY GOAL IS TO USE THIS PROJECT AS A FOUNDATION TO EXPAND THE IP INTO FUTURE 3D GAMES WITH THE SAME CHARACTERS. THE CURRENT GAME IS A CARTOON-STYLE SHOOT 'EM UP ROGUELITE, SO I'M INTERESTED IN PARTNERING WITH A PUBLISHER EXPERIENCED IN THIS TYPE OF TITLE AND IN DEVELOPING ORIGINAL BRANDS.**

# ROADMAP

**FEB  
26**

## VERTICAL SLICE

- \* 2 LEVELS
- \* 4 DIFFERENT BOSSES
- \* 30 ITEMS

**MAY  
26**

## FIRST UPDATE

- \* 3 LEVELS
- \* 6 DIFFERENT BOSSES
- \* 45 ITEMS

**AUG  
26**

## SECOND UPDATE

- \* 4 LEVELS
- \* 8 DIFFERENT BOSSES
- \* 60 ITEMS

**NOV  
26**

## THIRD UPDATE

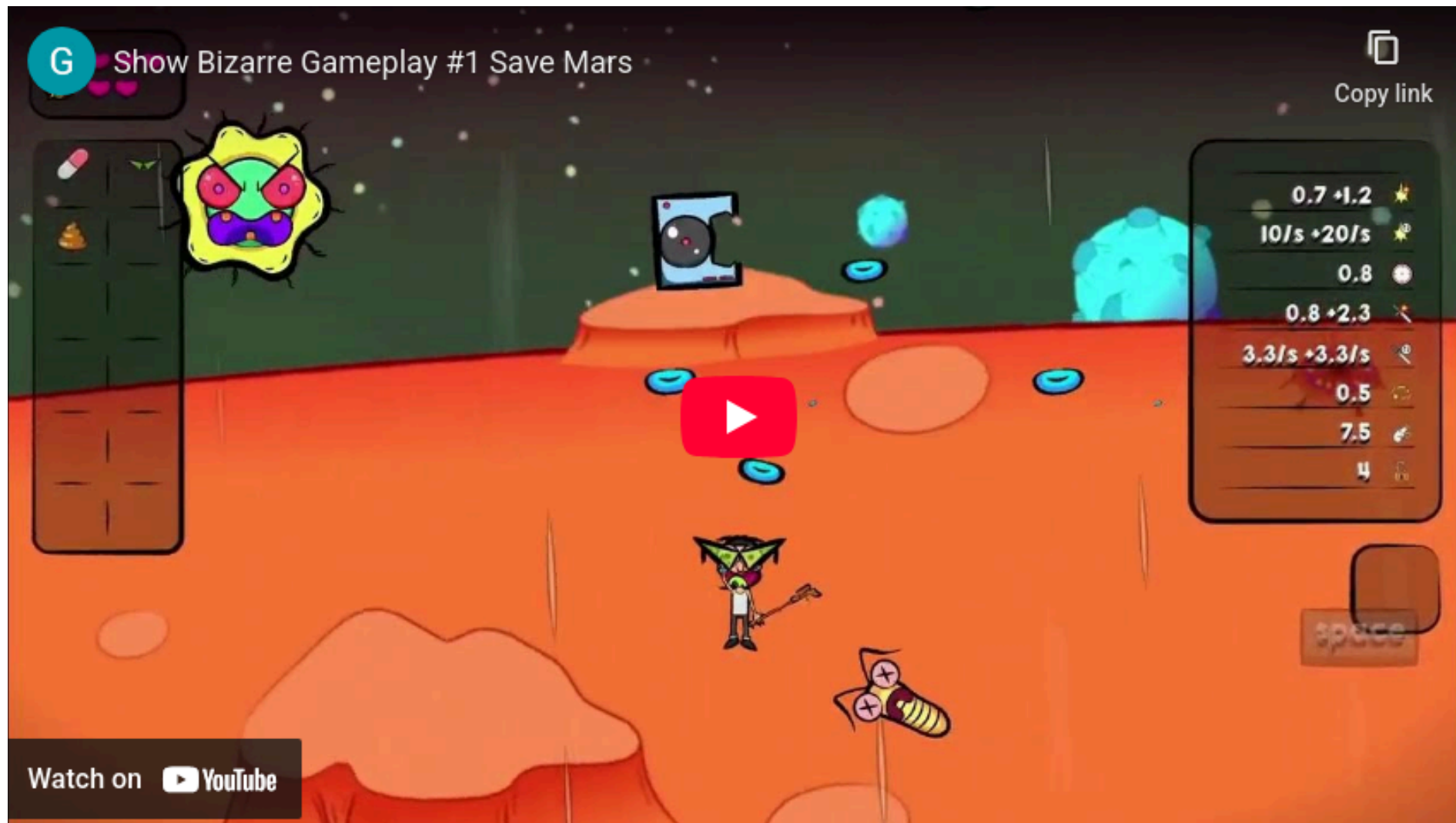
- \* 5 LEVELS
- \* 10 DIFFERENT BOSSES
- \* 75 ITEMS

**DEC  
26**

## FOURTH UPDATE

- \* 4 PLAYABLE CHARACTERS
- \* FINAL POLISH

# GAMEPLAY



**CLICK TO WATCH**  
**VIDEO**

# PLATFORM



**PC(STEAM)**



**MOBILE(GOOGLE PLAY)**

**PLAY DEMO**



**<https://glitch-crayon.itch.io/show-bizarre>**

# CONTACT



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**THANK YOU**