

The eCollector

By Frogbyte Studio



Pitch Deck



**FROGBYTE
STUDIO**
SAN JOSÉ, COSTA RICA

WHO WE ARE

Frogbyte Studio was founded by three friends driven by their love for high-quality video games and their desire to channel their passion, experience, and creativity.

OUR TEAM



ARIANA PHILLIPS
UI / UX Designer &
2D Designer



IGNACIO RIVERA
Lead 3D Artist



FERNANDO ÁLVAREZ
Lead Developer



ANDREA PHILLIPS
Operations
Manager



JOSE ALVARADO
Producer



INTRODUCTION

OUR EXPERIENCE



Projects our team members have worked on:



GODZILLA VS KONG
Mobile Game
PUBLISHED



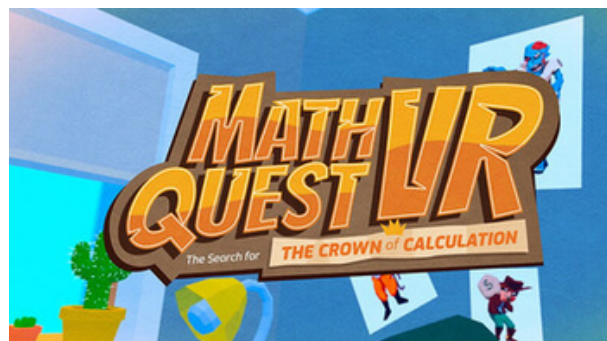
WALMART LAND
Multiplatform Experience
PUBLISHED



4THEWORDS
PC / Mobile Game
PUBLISHED



TEEKO
PC / Mobile Game
ANNOUNCED



MATH QUEST VR
VR Game
PUBLISHED



TRASH HEIST
PC / Mobile Game
ANNOUNCED



THE PHOENIX GENE
VR Game
PUBLISHED



Nicktoons & The Dice of Destiny
PC & Console game
PUBLISHED

Companies our team members have collaborated with:



The eCollector



Dive into a **3D action-adventure platformer** alongside **Eco**, the brave collector robot on a mission to save the world... **one cleanup at a time!**

Join **Eco**, a **trash-collecting robot**, on a mission to save his planet from pollution.

- Unlock areas of the world affected by **different types of pollution**.
- **Learn** about the type of pollution you're facing and its effects on the world.
- **Use your vacuum** and other gadgets to defeat enemies, clean up, and **restore the environment**.
- Progress until you reach the main source of the world's pollution and **defeat it**.
- **Explore the world** to discover characters, their stories, collectibles, and more surprises.

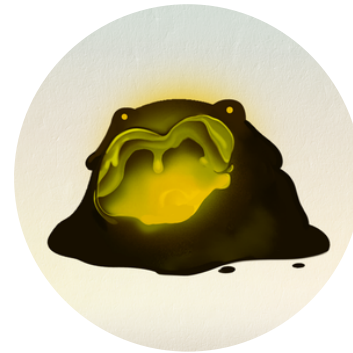
THE E-COLLECTOR

THE WORLD



The E-Collector has a colorful and vibrant world, with 7 different biomes. With its unique set of enemies and challenges.

Estimated game time **Main Story** 4-5 Hours
Completionists 8-10 Hours



Ecotopia

A solarpunk clean city, one of the last of its kind

Soil Pollution



Greenhaven

Ancient temple in a jungle biome

Water Pollution



The Mirage

A robot village in a vast desert

Air Pollution



Level 5

Swamp biome full of toxic contamination

Radioactive Pollution



Phantom Central

An abandoned city full of dangers

Noise Pollution



Plague keep stronghold:

The evil roots of pollution and contamination

Light Pollution



Final Battle

A Deadly Challenge in the Evil Villain's Lair

All the previous types of pollution



THE E-COLLECTOR CHARACTERS



The E-Collector features a cast of fun and captivating characters.

- **Eco** – A friendly, curious robot created by Dr. Olivia to fight pollution using advanced technology.
- **Dr. Olivia Grant** – A brilliant environmental scientist and Eco's creator, guiding him to restore the ecosystem.
- **Smogborne** – A ruthless industrial baron causing ecological devastation, serving as the main antagonist.
- **Enemies:** Smoglins Pyrofloras Rotbat Sneaktus Toxispore Beeper Glowbit Mutators Zombots Titanium
- **Bosses:** Corrosion Colossus, Obsidian, Sandslink, Titanium Warden, Smogborne (Mech Suit).
- **NPCs:** NPCs: Ember Bot, Doc Torque, Chief Gear, Aqua, and Drill,



PLATFORMS & AUDIENCE



- The eCollector already has a Steam page published and approved by the Valve team. We want to also release the game on the Epic Games Store and Xbox Store.
- We are interested in porting to different consoles and localizing the game into other languages.



Estimated Price for The E-Collector:

\$19.99

Target Audience:

9-13 y/o



PRODUCTION ROADMAP



We are here!



Concept	Pre-Production	Production	Pre-Launch	Launch	Support
<p>Vision Research Prototype Scope Art Direction Document</p>	<p>Concept art Level Design Game Design Document Narrative Design Document Systems Visual Design Demo</p>	<p>Development UI/UX Design 3D Characters 3D Environments Narrative</p>	<p>Optimization Polish Localization Porting</p>	<p>PC 1 Console</p>	<p>Localization + Porting + Bug Fixing Events</p>
	<p>Announcement</p>	<p>Trailer</p>	<p>Events / Press / Fests</p>		
	<p>Marketing</p>				



PRODUCTION

WHAT WE ARE LOOKING FOR

The E-Collector is seeking a publishing partner to collaborate on:

- Marketing and promotion
- Game porting across platforms
- Quality assurance (QA)
- Localization for multiple languages
- Global distribution

We are open to exploring additional partnership opportunities.



RECAP

The eCollector

Game:

Collectathon, Action Adventure with a focus on exploration and collectibles

Status:

Pre-Production, Unannounced, Made in Unreal Engine

Development:

18 - Months

Release window:

Spring 2027

Let's chat!

info@frogtestudio.com



Demo on steam

