



CHRONO RAIDER



Tear through time and purge hell
in an action odyssey.



CHRONO RAIDER



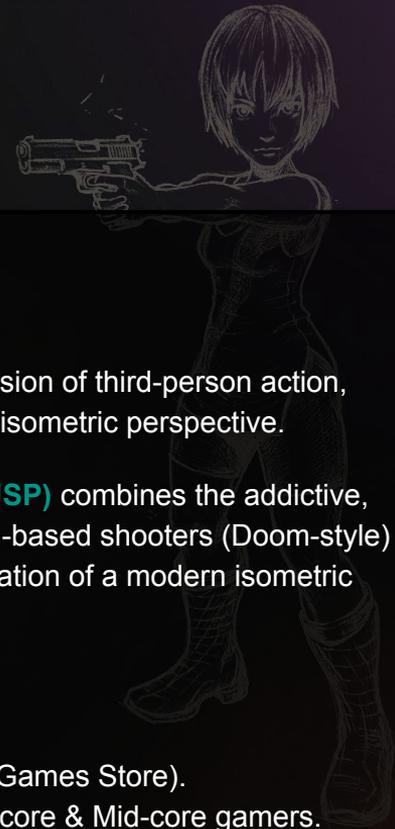
OVERVIEW

The Concept. *Chrono Raider* is a fusion of third-person action, platforming, and exploration with an isometric perspective.

The Unique Selling Proposition (USP) combines the addictive, high-octane structure of classic level-based shooters (Doom-style) with the tactical depth and vertical exploration of a modern isometric adventure.

Key Data

- **Platform:** PC (Steam / Epic Games Store).
- **Target Audience:** 18+. Hardcore & Mid-core gamers.
- **Engine:** Unreal Engine 5.6.



STORY

- **The Temporal Cataclysm.** In a future where time-looting is the norm, the destruction of the "Mother Machine" has scattered chronological artifacts across different eras.
- **The Conflict.** Space-time has fractured. A demonic dimension has merged with our reality, turning Earth into a timeless hellscape.
- **The Mission.** The *Chrono Raiders*, elite mercenaries, are the last hope. Their goal is to travel to corrupted eras, recover the artifacts, and close the breach before the universe collapses.





Chrono Raider 1 (Agility):
Higher movement speed and healing efficiency. Ideal for hit-and-run tactics.



Chrono Raider 2 (Resilience):
Increased damage resistance and brute force. Ideal for direct, head-on combat.



CHARACTERS AND PROGRESSION

Duality System. Choose your playstyle with two distinct protagonists:

- **Specific Outfits:** Unlockable skins that adapt the heroes to the visited time period.
- **Evolution:** A global persistent stats system that carries over between eras..



CORE GAMEPLAY LOOP

Level-Based Mechanics (Arcade Structure). The game is structured into Eras, which are further divided into Stages and Sub-levels.

- **Infiltration:** Teleportation to the objective area (Sub-level).
- **Exploration:** Searching for treasures, secret areas, and keys.
- **Combat:** Eliminating demonic hordes.
- **Extraction:** Locating the temporal artifact or the teleporter to the next sub-level.

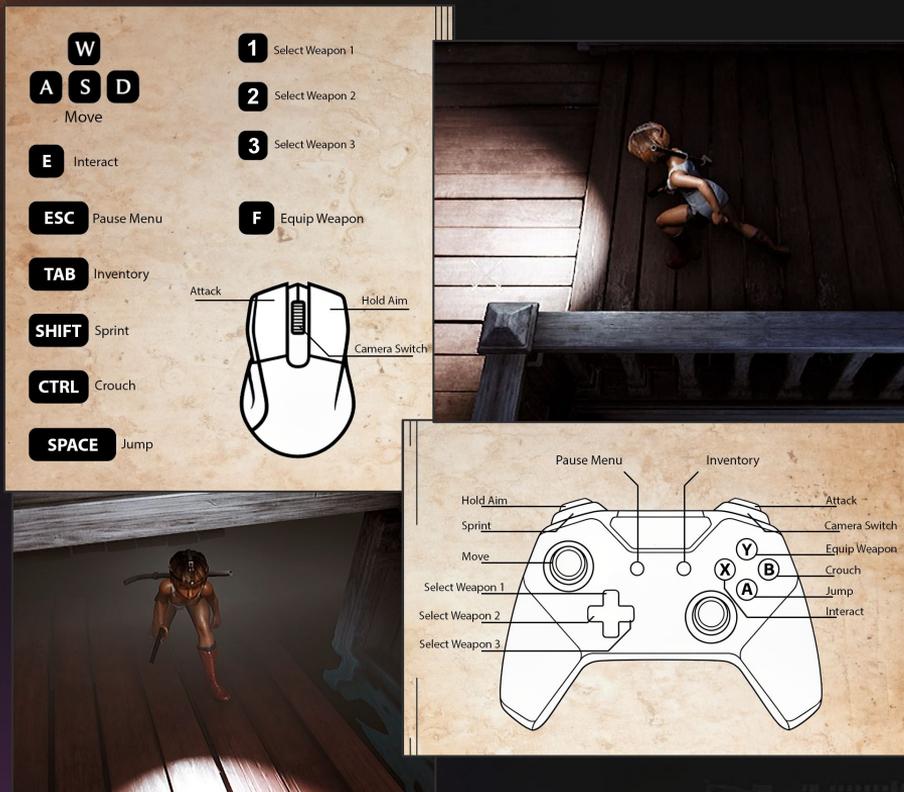
Final Objective: Purge the Era and secure the Master Artifact.



There is something inside the drawer.



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CONTROLS

Isometric Fluidity. An advanced top-down control system designed to break the typical rigidity of the genre:

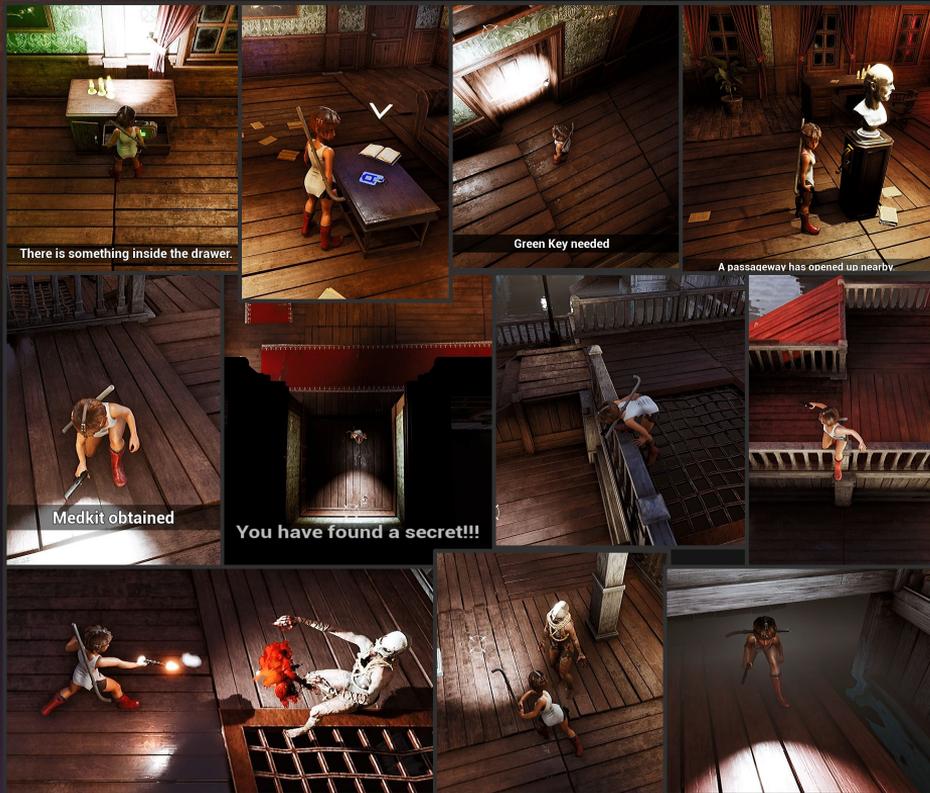
- **Dynamic Camera:** Controlled rotation and automatic shifts to ensure optimal visibility at all times.
- **Versatile Locomotion:** A fluid system for climbing, vaulting, jumping, and directional sprinting.
- **Input:** Full native support for Controllers (Xbox) and Keyboard + Mouse.



LEVEL DESIGN AND STRUCTURE

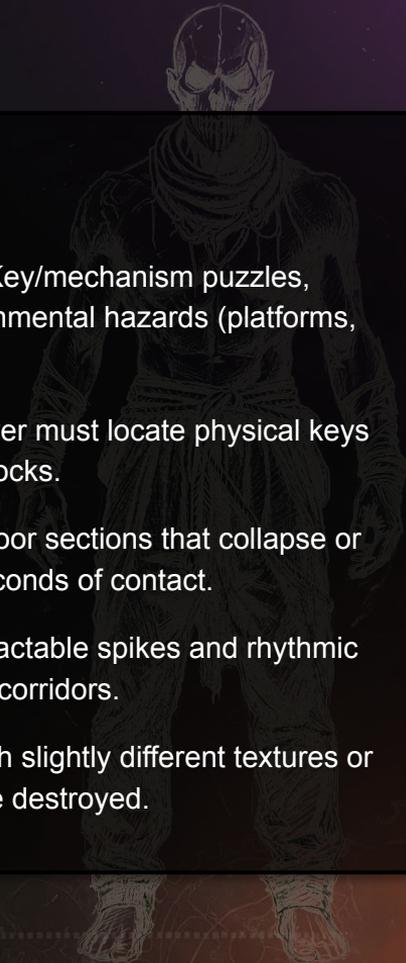
- **Modularity:** Levels are built using modular assets, allowing for rapid iteration and high visual quality..
- **Seamless Flow:** Stages consist of scenes interconnected by portals, maintaining a fast pace without heavy loading screens..
- **Persistencia Inteligente:**
 - *Within an Era:* You retain weapons, ammunition, and current status.
 - *Between Eras:* Equipment is reset (new challenge), but **Global Stats** are preserved.

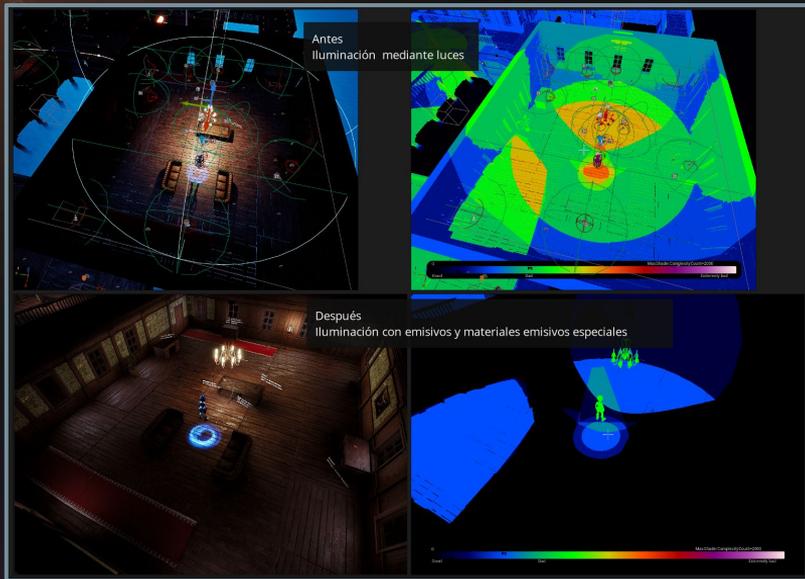
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ENVIRONMENTS

- **Living Environments:** Key/mechanism puzzles, secret areas, and environmental hazards (platforms, traps, toxic zones).
- **Security Keys:** The player must locate physical keys color-coded for specific locks.
- **Unstable Platforms:** Floor sections that collapse or give away after a few seconds of contact.
- **Mechanical Traps:** Retractable spikes and rhythmic flamethrowers in narrow corridors.
- **Illusory Walls:** Walls with slightly different textures or visible cracks that can be destroyed.





ATMOSPHERE

- Dark and Dreamlike Horror Tone.
- Leveraging the power of **Unreal Engine 5.6** to create oppressive environments and cutting-edge lighting.

ENEMIES AND SETTING

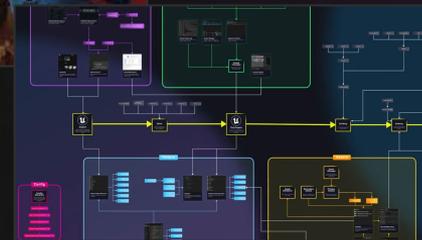
The Bestiary: Nightmarish demons and monsters themed according to the historical era.

- Members of satanic cults wearing medieval armor or Victorian-era abominations.
- The same character type changes its visual design but maintains its core essence across different eras.



THE TECHNOLOGICAL BASE (ALREADY IMPLEMENTED)

- **Next-Gen Engine:** Developed in **Unreal Engine 5.6**, ensuring industry-leading graphical fidelity
- **Functional Core Systems:** Fluid Locomotion, Inventory, Character Swapping & Hybrid Save System



PROJECT STATUS (VERTICAL SLICE):

- **Proof of Concept:** We have a fully playable level (**Vertical Slice**) featuring a complete asset set and 4 fully operational enemy types.
- **Objective:** This technical demo demonstrates our execution capabilities and the final quality of the product. It is not the final game; it is the foundation upon which the rest will be built.

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Previous experience



THE TEAM AND THE FUTURE

- **Seniority:** A core team of two developers, each with over 25 years of industry experience. We know how to optimize resources effectively.
- **Scalability:** We maintain a network of highly qualified talent ready to be onboarded according to production requirements.
- **Flexibility:** The current design is modular. We are open to iterating and expanding mechanics based on feedback and available resources.
- **Next Step:** We are seeking funding to transition from this solid foundation into full-scale content production.

PUBLISHED TITLES



Already Published Games

- We have a solid history in the industry, having been directly responsible for the commercial launch of multiple titles in the global market. Our expertise is multiplatform, spanning development for **PC, Consoles, and Mobile devices.**
- We have covered a broad spectrum of genres—from the immediate engagement of Casual and Arcade games to the technical and design complexity required by **MOBAs, Simulations, and Strategy titles.**



FUNDING REQUEST

Target Amount: €70,000

Status: Post-Vertical Slice Development

Previous Investment: €30,000 (Self-funded to reach current Vertical Slice)

This grant will secure **14 months of full-scale production**, allowing a core team of two Senior Developers to focus exclusively on technical excellence and high-fidelity implementation within Unreal Engine.

Budget Allocation

- **Engineering & Technical Art (70%):** Ensuring high-performance and optimization.
- **Production & Asset Pipeline (20%):** Professional outsourcing for high-quality assets and specialized technical integrations.
- **Operations & Infrastructure (10%):** Essential operational costs to maintain a stable development environment throughout the production cycle.



PRODUCTION ROADMAP

🚩 Milestone 1: **Technical Vertical Slice (Month 5)**

Finalizing core gameplay systems and AI architecture.

- Integration of advanced VFX (Niagara) and lighting optimization for target hardware.

🚀 Milestone 2: **Steam Beta & Community Testing (Month 10)**

System-wide stress testing and performance profiling.

- Implementing community feedback and refining the gameplay loop for market readiness.

💎 Milestone 3: **Gold Release & Commercial Launch (Month 14)**

Final polish, bug-fixing, and platform-specific certification.

- Official launch and post-release support plan.

THANKS !

Do you have any questions?

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THE TEAM



Jose Manuel Claro
(Original Project)



Moisés Ríos

