DECK CREATED WITH AI-GENERATED VISUALS

VERY SCARY HOUSE



NO ONE. SURVIVES. ALONE.

01 EXPLORE.

02 COMMUNICATE.

03 SURVIVE.

04 BANISH.

A CO-OP HORROR EXPERIENCE
WITH AN EXCLUSIVE TWITCH MODE

VERY SCARY GAMES

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A CO-OP HORROR GAME ABOUT COMMUNICATION UNDER PRESSURE.

Very Scary House is an asymmetric co-op horror game where two streamers find themselves trapped in a haunted manor in Louisiana.

Physically separated but connected by voice, they must combine their information, solve puzzles and prepare a ritual before the demon Lorth' kills them.

TWO PLAYERS, TWO ROLES

P1 explores the manor, handles puzzles and tries to survive.
P2 watches the cameras, checks the manual and guides P1 from an outside control station.

ASYMMETRIC PUZZLES

No player alone holds all the information needed. P1 observes and acts. P2 interprets and relays the solutions.

HUNTED. HAUNTED. SABOTAGED.

A demon hunts them while a hostile spirit sabotages their progress.

MODULAR REPLAYABILITY

Seed system: house layout, item and puzzle placements change every playthrough.

TWITCH MODE

The audience embodies the spirit of the house and votes live on the actions the spirit takes inside.

INFLUENCES & REFERENCES







HOUSE + PUZZLES + MONSTERS = NO TWO RUNS ARE ALIKE.



TWO STREAMERS. ONE BAD IDEA.

Victor and Alex are two **content creators** fascinated by the supernatural. Chasing a **stream** that will stand out, they head to the **abandoned Hawthorne family manor** in Louisiana, said to be haunted. What starts as a routine investigation quickly becomes a genuine fight for survival.



THE HAWTHORNE FAMILY

Abigail Hawthorne, descendant of witches, sank into an occult obsession. Her hold over Elias and their sons became **cruel, manipulative and unstable.**

THE FAILED RITUAL

To save his family, Elias opened one of Abigail's forbidden books and summoned **Lorth'**. The demon devoured the Hawthornes; only **Abigail's soul** managed to escape, bound to the manor and to him.

THE SETUP

Separated by walls but **connected by voice**, Victor enters the manor while Alex guides him from outside via **cameras, clues and ritual knowledge.** Their only way out is to **work together** until the final banishment.

REALISTIC HORROR.

Very Scary House takes a realistic visual direction: believable environments, natural materials and crafted lighting to make the house unsettling, across a wide range of PC configurations.



AN OLD, DARK AND OVERSIZED MANOR

An old, imposing architecture marked by long abandonment. Woodwork, furniture, deteriorated wallpaper and left-behind objects give each room a believable identity and indirectly tell the Hawthornes' story.

Large volumes and sparsely furnished rooms reinforce the player's vulnerability: even in open spaces, darkness hides what lies at the far end of the room.

A HOUSE PLUNGED INTO DARKNESS

Moonlight and P1's flashlight are the main sources of visibility. Windows carve out silhouettes, while rare light sources highlight key gameplay elements. Puzzles, ritual objects and points of interest are guided by light — without ever making rooms fully safe or readable.






CONCEPT VISUALS GENERATED BY AI — NOT REPRESENTATIVE OF FINAL ASSETS

A BODY BUILT TO MUTATE.

Lorth' has a clean, instantly recognizable silhouette, designed from the start to accommodate the transformations driven by his evolution system.





A SIMPLE SILHOUETTE, BUILT TO EVOLVE

Humanoid yet deeply abnormal, Lorth' stands out with his elongated body, lean musculature and complete absence of a face.

His clean design offers a clear base for his future transformations.

VISIBLE MUTATIONS IN EVERY RUN

Every ability he gains transforms his body: new limbs, sensory organs or supernatural manifestations.

These mutations vary from run to run, letting players identify his new powers.



CONCEPT VISUALS GENERATED BY AI — NOT REPRESENTATIVE OF FINAL ASSETS

HIS SILHOUETTE STAYS RECOGNIZABLE. HIS MUTATIONS REVEAL WHAT HE'S NOW CAPABLE OF.

TWO PLAYERS. ONE GOAL.

Very Scary House is built on tension and trust. One player enters the nightmare. The other stays outside, watching, guiding and holding the line.

Together, you solve, survive and banish.

The goal: Players must solve 4 puzzles and recover 4 ritual objects before they can banish Lorth'. Each step brings them closer to victory — but makes the house more dangerous.

≈ 25 MIN BEFORE THE FINAL RITUAL

THE GAMEPLAY LOOP

1

EXPLORE

P1 explores the manor, searching rooms for puzzles and ritual objects, guided by P2's cameras.



2

COMMUNICATE

P1 & P2 solve puzzles together: P1 acts, P2 holds the solutions. Solve puzzles to unlock a symbol.



3

SURVIVE

As asymmetric puzzles unfold, the Demon grows more powerful and the Spirit interferes more and more.



4

BANISH

After gathering all ritual objects and symbols, P2 performs the ritual to banish the Demon.



EXPLORE TOGETHER. SOLVE TOGETHER. SURVIVE TOGETHER. BANISH TOGETHER.

VARIATION. NOT CHAOS.

The house isn't generated without rules. It's assembled from modular environments, following Level Design constraints that guarantee coherence, readability and reliable gameplay.

01 MODULAR KITS

Interchangeable rooms, corridors, doors and set pieces make up the house.

02 LEVEL DESIGN RULES

Connections, progression, chases and movement are all governed by clear rules.

03 SEED SYSTEM

A Tech Artist assembles modules into coherent, reproducible configurations.

04 VARIABLE CONTENT

Puzzles, items, keys, hiding spots and cameras shift between runs.

EVERY SEED GUARANTEES

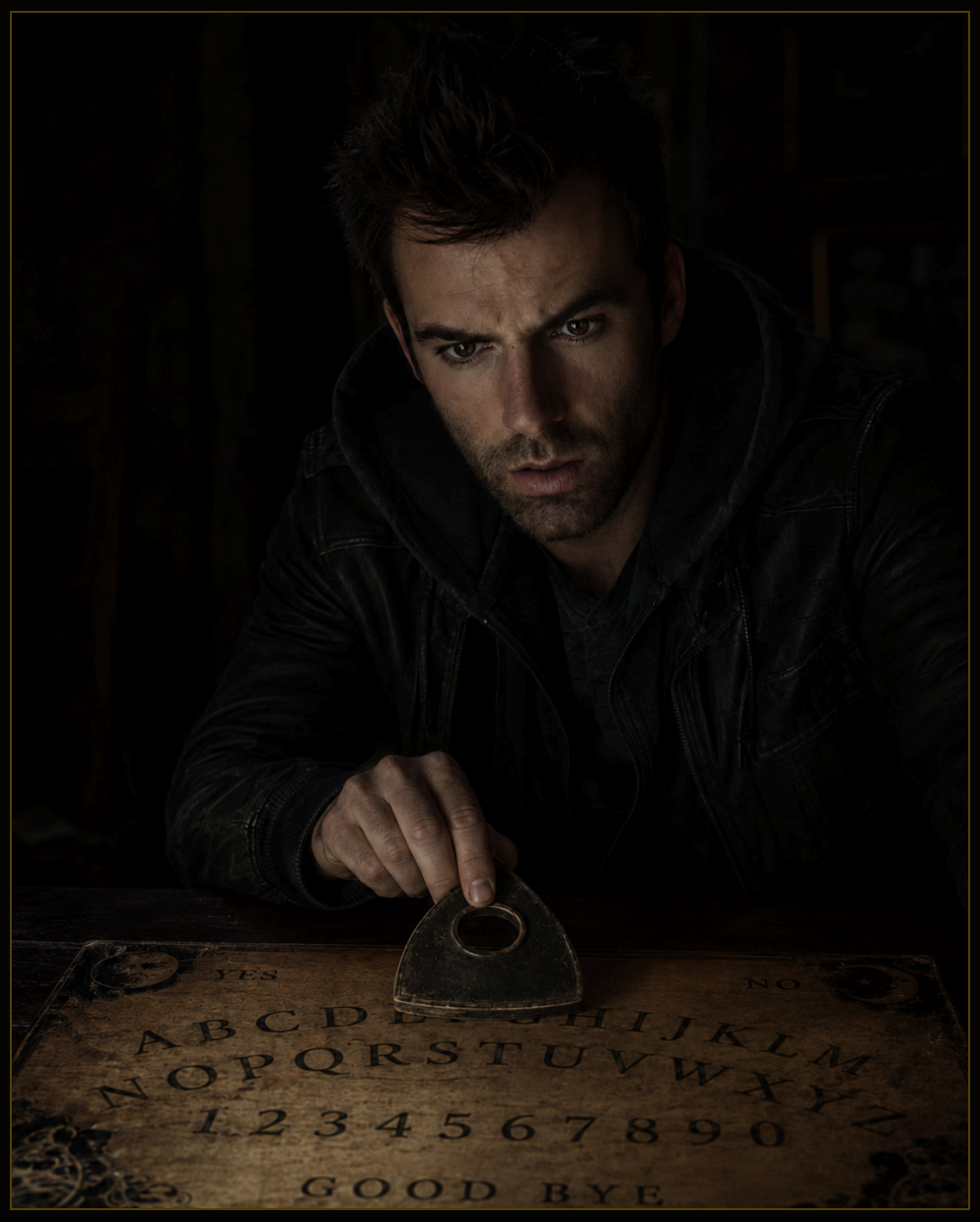
- achievable progression;
- an accessible ritual room;
- paths suited to both P1 and Lorth';
- functional puzzles and cameras;
- controlled pacing.

AN ASSET-EFFICIENT PRODUCTION STRATEGY

Using **modular kits** created by artists lets us focus the budget on gameplay, Level Design, puzzles, characters and the visual elements unique to Very Scary House.

With a larger budget, this same pipeline can be applied to fully original modular environments.

ONE GOES IN.
THE OTHER GUIDES.
BOTH DEPEND ON EACH OTHER.



VICTOR - THE HOST (P1)

Inside the house.

EXPLORES
MANIPULATES
COLLECTS
SURVIVES



ALEX - THE TECHNICIAN (P2)

Outside the house.

OBSERVES
ANALYZES
GUIDES
PREPARES

ONLY CONSTANT COMMUNICATION LETS THEM PIECE TOGETHER THE FULL PICTURE.

08 — VICTOR — EXPLORE AND SURVIVE

Inside the manor, **P1 hunts for the ritual pieces** while evading **Lorth'**.



EXPLORATION

Find the puzzles, ritual objects and consumables.

COOPERATION

Describe observations to P2 and follow the manual's instructions.

SURVIVAL

Hide, flee and use items to distract or counter Lorth'.

HEALTH	3 HP
DEFEAT	Death at 0 HP
DEFENSIVE ITEMS	Bottle, perfume, oil lamp, knife

P1 SEES THE DANGER, BUT NEEDS P2 TO UNDERSTAND IT.

09 — P2 — ALEX - OBSERVE AND GUIDE

From the control station, **P2 splits attention** between the cameras, the manual and **Abigail**'s attacks.



SURVEILLANCE

Track Lorth' on the cameras and warn P1 of danger.

ANALYSIS

Use P1's information and the manual to solve puzzles.

MAINTENANCE

Restore sabotaged systems and resist Abigail's disruptions.

INSIDE THE STATION	Cannot die
FAILURE AGAINST ABIGAIL	Temporary blackout
DURING THE RITUAL	Enters the house with 3 HP (can die)

P2 HAS THE TOOLS TO GUIDE P1, BUT NEVER SEES THE WHOLE HOUSE.

ONE HUNTS.
THE OTHER HAUNTS.
BOTH WANT YOU TO FAIL.



LORTH' - THE DEMON (AI)

The physical threat inside the manor.

- Hunts **P1** throughout the house
- Grows **stronger** as the run progresses
- Evolves by developing new senses and powers
- Forces players to **adapt** their strategy
- Creates a new predator every run



ABIGAIL - THE SPIRIT (AI OR TWITCH)

The invisible threat, inside and out.

- **Sabotages** systems and communication
- Triggers disruptions and **paranormal events**
- Disrupts P1's exploration
- Disrupts and temporarily disables P2
- Makes the house feel **alive**

THE DEMON CREATES PRESSURE.
THE SPIRIT CREATES CHAOS.

STALKING PRESENCE | EVOLUTION SYSTEM | SYSTEM SABOTAGE | PARANORMAL EVENTS | CONSTANT PRESSURE

ONE DEMON, ENDLESS POSSIBILITIES.



DEMON EVOLUTIONS

As players progress, Lorth' becomes more dangerous. Each evolution alters its perception, movement and attacks.

01 PHYSICAL UPGRADES

Strength, speed or levitation change how Lorth' **moves through the house**.

02 SENSORY UPGRADES

Hearing, sight or smell shape its hunting methods — and can be countered with **P1's consumables**.

03 SPECIAL ABILITIES

Grab, miasma, darkness or breath — abilities that let Lorth' **close in on P1.**

04 ULTIMATE ABILITIES

Teleportation, invisibility and illusion — detectable via P2's cameras, which show **on-screen distortions.**

Every Demon evolution **comes with visible physical changes** to warn players of its new power.
In Twitch mode, Chat picks from several proposed evolutions.

NEW GAME, NEW DEMON

TWO THREATS BEAT ONE.

Abigail can't kill P1, but she can help make it happen. She acts from **the shadows**, disrupting P2 to keep him from helping P1 and **helping the Demon** close in on P1.

ABIGAIL'S ACTIONS INSIDE THE HOUSE

Abigail acts at regular intervals through supernatural events. Available actions progressively grow more dangerous as the game unfolds.

TIER 1	CUT:	Cuts communication for 30 seconds
	CAM:	Takes a camera offline
TIER 2	POWER:	Cuts the power (cameras and lights), P2 must restart the generator
	SIGHT:	Reveals P1's position to the Demon
TIER 3	SPAWN:	Teleports the Demon next to P1
	CLONE:	Temporarily creates a clone of Lorth'

ABIGAIL'S ACTIONS OUTSIDE THE HOUSE

01 HALLUCINATIONS

Audio and visual manifestations appear on P2's screen to **scare and destabilize them**.

02 SPIRIT ATTACKS

Abigail attempts to attack and neutralize P2. **A spirit radar** warns P2 of her arrival; if he keeps acting, he'll have to succeed a **QTE to avoid being temporarily neutralized**, or else he'll lose control.

03 PHYSICAL DISRUPTIONS

When P2 repairs systems or heads to the ritual room, the spirit can **push, pull, and interrupt him**.







IF P2 CAN'T GUIDE, P1 CAN'T SURVIVE.

THE FINAL PHASE BRINGS BOTH PLAYERS TOGETHER IN THE HOUSE.

1 PREPARE THE RITUAL

P2 joins the ritual room. Trace the circle and the symbols unlocked from the puzzles with the mouse.



2 LURE THE DEMON

Draw the Demon into the ritual zone.



3 PERFORM THE BANISHMENT

Type the incantation that appears at the bottom of the screen.



THE CLIMAX OF EVERY RUN

- P1 collects 4 ritual items
- Completes 4 puzzles to unlock the symbols
- P2 enters the house
- Traces the circle and the symbols
- P1 lures the Demon
- P2 banishes it

COLLECT ITEMS › TRACE THE SYMBOLS › LURE THE DEMON › TYPE THE INCANTATION › BANISH

ONE CIRCLE. TWO PLAYERS. ONE LAST CHANCE.

TWO POSSIBLE ENDINGS
ONLY ONE OUTCOME.

TARGET LENGTH

About 25 minutes of exploration before the final ritual, to be tuned after playtests.

✓ VICTORY

- All 4 puzzles have been solved.
- All 4 ritual items have been collected.
- The circle and symbols have been correctly prepared.
- Lorth' is drawn into the circle.
- P2 completes the incantation within the time limit.

✕ DEFEAT

- P1 reaches 0 HP.
- P2 reaches 0 HP after entering the house.
- The final incantation fails or isn't completed in time.

ONE CIRCLE. TWO PLAYERS. ONE LAST CHANCE.

THE AUDIENCE DOESN'T JUST WATCH. IT HAUNTS.

Twitch Mode turns the audience into a collective manifestation of Abigail. Viewers don't move a character around the house: they choose events capable of disrupting the players. Lorth' stays driven by the gameplay AI.

MODE COMPARISON

CLASSIC MODE	TWITCH MODE
2 players	2 players + audience
Lorth' is controlled by AI	Lorth' stays controlled by AI
Abigail's actions are selected by the game	Chat chooses some of Abigail's actions
Lorth's evolutions are selected by the game	Chat chooses Lorth's evolution among several options offered by the game. Lorth' then remains fully controlled by his AI

PRODUCTION NOTE

A third, individual player controlling Abigail is not planned in the current scope.

This possibility could be explored later as part of additional game modes.

The level of control Chat has over attacks specifically directed at P2 will be determined after playtests.

TWO SOLUTIONS.
ONE SAME IN-GAME CONSEQUENCE.

OPTION A — CHAT VOTE / VERSION 1

CHAT DECIDES

01 The Twitch bot posts three proposals in Chat.

02 Each proposal has a simple keyword.

03 Viewers type the keyword matching their choice.

04 The vote closes and messages are tallied.

05 The winning action is triggered in the game.

ADVANTAGE — Lightweight solution, quick to integrate for the first version of the Twitch system.

LIMITATION — The streamer can see the proposals if they look away from the game to read Chat. This information-gathering has a cost, though: it means momentarily stopping watching the run.

OPTION B — VIEWER OVERLAY / TARGET SOLUTION

THE OVERLAY HIDES THE RESULT

01 Three actions appear in an overlay reserved for viewers.

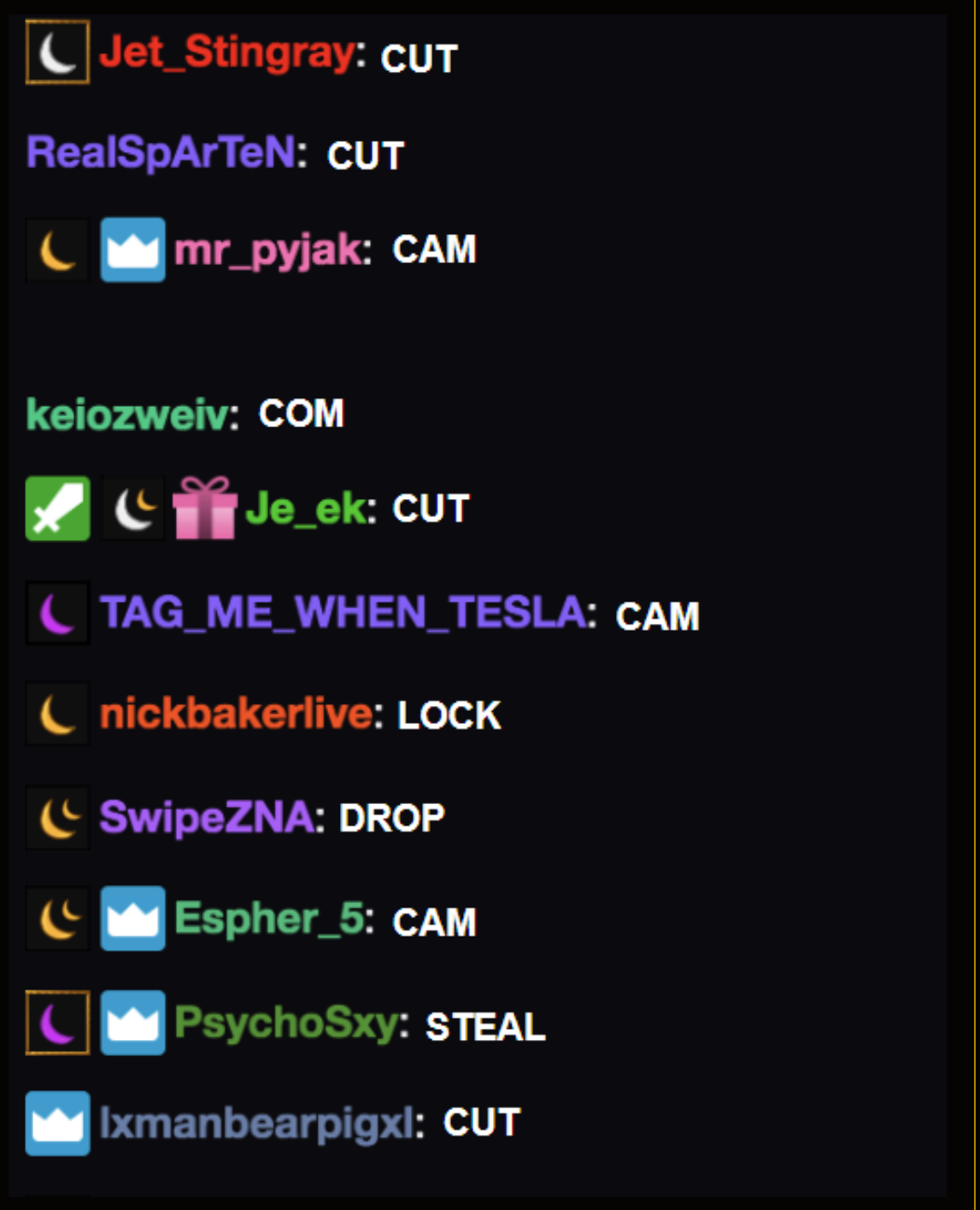
02 Each viewer votes by clicking a proposal.

03 Votes are recorded without showing the breakdown.

04 The vote closes.

05 The winning action is triggered without revealing the result beforehand.

ADVANTAGE — The streamer may know the three possibilities, but can't reliably predict the winning action.



VIEWER PARTICIPATION ALWAYS STAYS FREE

No purchase grants extra votes or influence over the run.

VIDEO DEMONSTRATION

A short demo video will be produced as soon as Twitch V1 is integrated into the build.

It will show the vote opening, viewer participation, and the immediate consequence in the game.

HORROR × SOCIAL CO-OP.

TARGET AUDIENCE

- Immersive horror fans
- Co-op players
- Asymmetric experience players
- Streamers
- Viewers who love to participate

MARKET REFERENCES



Phasmophobia
- PARANORMAL TENSION
- CO-OP HORROR
- INVESTIGATION



Lethal Company
- SOCIAL CHAOS
- REPLAYABILITY
- EMERGENT MOMENTS



R.E.P.O.
- CO-OP PRESSURE
- EXTRACTION TENSION
- TEAMWORK



Schedule 1
- RECENT INDIE HIT
- STRONG COMMUNITY TRACTION
- HIGH STREAMING VISIBILITY



Outlast
- IMMERSIVE HORROR
- ATMOSPHERE
- SURVIVAL TENSION

POSITIONING

01

NOT JUST
A TWITCH GAME

02

VS NOT JUST
A SURVIVAL HORROR

03

VS A CO-OP HORROR EXPERIENCE CENTERED ON COMMUNICATION, AMPLIFIED BY STREAMING

SOCIAL, COOPERATIVE AND STREAMABLE GAMES HAVE SHOWN STRONG TRACTION POTENTIAL.

GAME	ESTIMATED STEAM OWNERS	PEAK CONCURRENT PLAYERS	PEAK TWITCH VIEWERS
Lethal Company	16.62–18.43 M	240,817	190,317
R.E.P.O.	15.08–19.60 M	271,571	161,407
Phasmophobia	20.72–24.02 M	112,717	256,449
Schedule I	8.06–9.84 M	459,075	223,579
Among Us	10.38–32.40 M	447,476	765,893
Escape the Backrooms	4.70–7.81 M	48,879	57,788
Pacify	1.53–3.78 M	3,173	73,408
Demonologist	718 K–1.63 M	8,806	79,331
Labyrinthine	522 K–1.45 M	2,563	110,735
FOREWARNED	199 K–733 K	2,173	85,673
The Blackout Club	65 K–436 K	475	30,216

Very Scary House does not build its projections on the assumption of reaching these exceptional successes.

These references do, however, demonstrate the existence of a large audience for experiences built on cooperation, social reactions, replayability and content creation.

SOURCE

Source: SteamDB — data accessed on July 22, 2026.

Owner estimates do not represent official or audited sales figures.

Artistic references — third-party images used for comparison purposes.

A FOUNDER-LED PROJECT, ALREADY IN PRODUCTION.

IDENTITY

THOMAS LORTHIOIS

Founder — Game Director — Producer

Chairman of Very Scary Games

EXPERIENCE

UBISOFT — JUNIOR LIVE PRODUCER

Ghost Recon Breakpoint & Quartz — 1 year

Managed the rollout of Live operations, coordinated capture teams and oversaw testing.

THE SANDBOX — CONTENT SPECIALIST

4 years

Production follow-up with external studios, editorial strategy, benchmarks, market analysis and documentation.

CURRENT RESPONSIBILITIES

- Founding and chairing Very Scary Games
- Game Design
- Production management
- Coordination of contractors
- Business development
- Creative direction of Very Scary House
- Project documentation
- Fundraising
- Development, integration, debugging and polishing of features in Unreal Engine
- Member of Capital Games

CURRENT PROTOTYPE STATUS

A developer built the initial technical base of the prototype.

Development and integration of the prototype in Unreal Engine to consolidate systems, add content, fix bugs and improve the overall quality of the experience.

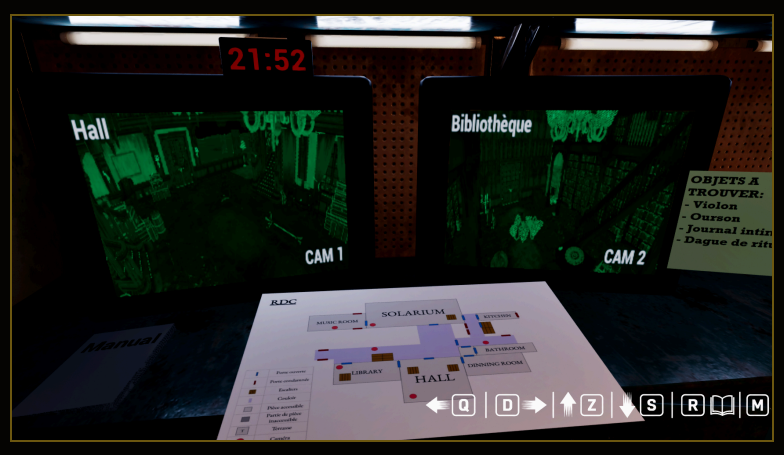
PROOF BLOCK

PLAYABLE PROTOTYPE

Functional multiplayer base, first puzzles integrated, working P1 and P2 gameplay loop, camera and manual system, first version of Lorth' as well as Abigail's paranormal event system and some of her actions.



CURRENT PROTOTYPE SCREENSHOT



CURRENT PROTOTYPE SCREENSHOT



CURRENT PROTOTYPE SCREENSHOT

STAGE 1 VERTICAL SLICE — €190,000

Goal: 5 months — Produce a complete, self-contained run representative of the game's final quality.

TEAM	VERTICAL SLICE CONTENT
P1 / P2 Gameplay	Polish existing systems • finalized interactions and feedback • cooperative camera repair • manual unavailable during outages • overall balancing
Puzzles	4 playable puzzles: improving the existing 3 + creating a 4th • documentation and balancing
Level Design	1 complete, fully polished seed • consistent placement of puzzles, ritual objects, resources, hiding spots and cameras • pacing and chase routes
Lorth'	AI rework: navigation, sensing, search, chase, hiding spots, attacks • more consistent behavior throughout the run
Lorth' Evolutions	Functional evolution system • 2 to 3 representative evolutions with gameplay impact and visual transformation
Abigail	Framework for the spirit's actions • representative pool of events • jumpscare • first attack against P2 • radar • "close your eyes" mechanic
Random Events	Improvement and balancing of existing system • power outage • broken/repairable camera • communication cut • P1 location revealed • copy of Lorth' • Lorth' appearing near P1
Ritual	Simplified but complete version: preparation • P2 entering the house • luring/trapping Lorth' • incantation • victory/defeat
Twitch V1	Twitch connection • proposed actions • keyword voting in Chat • timer • counting • automatic trigger
Online / Network	Stabilized EOS • Steam/Epic authentication • create/join lobby • friend invites • lobby code • system synchronization
Voice Chat	Voice chat active from the lobby • mic/output selection • volume/mute • settings accessible before the match
Characters	Final-render representative models for Victor, Alex and Lorth' • textures • rig • essential animations
Art / Props	Finalized assets for existing puzzles • ritual objects • consumables • interactive props needed for the VS
UI / UX	Harmonized UI style • P1/P2 HUD • new prompts • lobby • settings • Abigail cues • victory/defeat
Audio	Final representative ambiance • Lorth' • Abigail • puzzles • objects • P2 station • events • ritual • menu music
Graphics / Tech Art	Low / Medium / High presets • lighting • materials • post-process • VFX • optimization • visibility consistency across configurations
Onboarding	Light introduction letting new players understand their roles and objective without guidance
QA / Polish	External playtests • network • AI • puzzles • Twitch • performance • regressions • debugging • publisher-ready build

STAGE 2 FULL GAME — €370,000

Goal: 12 months — Expand the systems validated by the Vertical Slice to produce the full, replayable commercial version.

TEAM	FULL PRODUCTION CONTENT
Puzzles	+8 puzzles, for 12 total • assets • P1/P2 logic • manual • animations • audio • balancing
Manor Generation	Modular/procedural system • seeds • connection rules • automatic placement • configuration validation • solvability guarantee
Procedural Level Design	Pacing rules • placement of puzzles, objects, keys, hiding spots and cameras • Lorth' routes • validation of generated layouts
Lorth'	All planned evolutions • special/final abilities • combinations • associated behaviors • full balancing
Abigail	15 to 20 actions • attacks and disruptions against P2 • hallucinations/events • balancing and variants
Ritual	Final version • animations • VFX • audio • UI • timing and polish
Twitch Final	Commercial version of the Twitch system • viewer overlay • interactive voting • overlay UX/art • results hidden from the streamer • full integration with Abigail • robustness, error handling and reconnections
Characters	3 playable duos at launch • distinct visual identity • rig and integration
Skins	2 skins per character at launch • selection from the lobby • infrastructure allowing more to be added post-launch
Post-launch ready	Pipeline allowing new duos, skins, events and other content to be added later without rebuilding systems
Environment / Props	Assets for the 8 new puzzles • additional objects • potential extra manor modules • decorative elements for the P2 office
Animation	New characters • puzzles • Lorth' mutations • Abigail attacks • final ritual • polish of existing animations
UI / UX	Final menu • final lobby • character/skin selection • shop/cosmetics page • full settings • final onboarding • Twitch UX
Audio	Audio for all new puzzles, mutations, Abigail actions and characters • ambiance variants • final mix/master
Graphics / Tech Art	Graphics pipeline applied to all content • procedural optimization • LOD/HLOD • lighting • VFX • final performance
Online / Steam / Epic	EOS robustness • Steam/Epic login • invites/code • voice chat • error and disconnection handling • synchronization of all final content
Settings / Accessibility	Graphics • resolution • audio • controls • rebinding • sensitivity • brightness • voice chat • comfort and readability options
Localization	3 languages at launch • menus • manual • puzzles • onboarding • system text • linguistic QA
Save / Persistence	Settings • character/skin selection • cosmetics and necessary persistent data
Build / Release	Packaging • Steam/Epic builds • versioning • patching • release candidates • commercial version preparation
Procedural QA	Massive seed testing • impossible progression • inaccessible objects/puzzles • Lorth' navigation • pacing and repetition
Network / Twitch QA	Long sessions • Steam/Epic • voice chat • synchronization • Twitch • error cases and reconnections
Performance QA	Various PC configurations • Low/Medium/High • CPU/GPU/RAM optimization • stability and frame pacing
Final Polish	Overall balancing • fixes • optimization • art/audio/UI consistency • final validation of the commercial version

21 — DETAILED PRODUCTION SCOPE

VERTICAL SLICE BUDGET — 5 MONTHS

PROFILE	MAIN TASKS	ESTIMATED LOAD	DAY RATE	BUDGET
Thomas — Game Director / Producer	Creative direction, Game Design, documentation, coordination, QA/playtests, decisions and validation	5 internal months	—	€0 requested
Game Designer	Audit/improvement of the 3 existing puzzles, design of the 4th puzzle, Abigail actions, balancing of events and runs	1.25 months	€400	€10,000
Level Designer	Building a complete seed, placements, pacing, chase routes, cameras, hiding spots, initial Level Design rules	1.5 months	€400	€12,000
Senior Unreal Developer	Code review, gameplay polish, Lorth', Abigail, ritual, EOS, Steam/Epic, voice chat, Twitch V1, builds	5 months	€550	€55,000
3D Character Artist	Victor, Alex, Lorth', textures/materials, rig prep, representative Lorth' mutations	2.5 months	€450	€22,500
Environment / Props Artist	Puzzle assets, 4th puzzle, ritual objects, interactive props, camera repair elements	1 month	€400	€8,000
Animator / Technical Animator	Rig, locomotion, attacks, hiding spots, interactions, mutations, ritual, animation integration	2 months	€450	€18,000
UI / UX Designer	UI harmonization, P1/P2 HUD, lobby, settings, voice chat, new prompts and interactions	0.75 months	€400	€6,000
Tech Artist	Low/Medium/High scalability, optimization, lighting, materials, VFX, performance and gameplay consistency	2 months	€500	€20,000
Sound Designer / Composer	Ambiance, Lorth', Abigail, puzzles, objects, P2 station, ritual, menu and final representative mix	1.5 months	€400	€12,000
QA Tester	Functional, network and Twitch QA, puzzles, Lorth', Abigail, ritual, regressions	0.75 months	€300	€4,500

ADDITIONAL COSTS

External labor	€168,000
Assets, plugins, licenses and tools	€6,000
Production reserve — 10% of external labor	€16,800
ESTIMATED TOTAL	**€190,800**
ROUNDED TARGET BUDGET	**≈ €190,000**

Durations correspond to equivalent full-time months of work and may overlap across the 5 months of production.

The workloads for the **Senior Unreal Developer** and **Tech Artist** will be refined after a technical audit of the prototype.

This budget covers Vertical Slice production. Marketing and acquisition spend are not included.

FULL PRODUCTION BUDGET — 12 MONTHS

PROFILE	MAIN TASKS	ESTIMATED LOAD	DAY RATE	BUDGET
Thomas — Game Director / Producer / Developer	Direction, production, documentation, development, integration, coordination, validation	12 months	€50K gross/year + employer contributions	≈ €70,000*
Game Designer	8 puzzles, Abigail actions, Lorth' evolutions, balancing, final documentation	2.5 months	€400/day	€20,000
Level Designer	Procedural rules, layouts, placements, pacing, seed validation	2.5 months	€400/day	€20,000
Senior Unreal Developer	Procedural systems, content integration, Lorth', Abigail, final Twitch, ritual, EOS/Steam/Epic, persistence, builds	6 months	€550/day	€66,000
3D Character Artist	4 additional characters, skins, remaining Lorth' mutations	3 months	€450/day	€27,000
Environment / Props Artist	Assets for the 8 puzzles, new objects, props, P2 office, additional modules	2.5 months	€400/day	€20,000
Animator / Technical Animator	Additional characters, puzzles, mutations, abilities, final ritual	2.5 months	€450/day	€22,500
UI / UX Designer	Final menus, lobby, shop, character/skin selection, settings, onboarding, Twitch overlay	1.25 months	€400/day	€10,000
Tech Artist	Procedural systems, optimization, scalability, lighting, VFX, performance and graphics integration	2.5 months	€500/day	€25,000
Sound Designer / Composer	Audio for the 8 puzzles, Lorth', Abigail, new content, final ritual, mix/master	2 months	€400/day	€16,000
QA Tester	Gameplay, procedural systems, network, Twitch, Steam/Epic, performance, regressions and release	2.5 months	€300/day	€15,000

ADDITIONAL COSTS

Labor	€311,500
Localization — 3 languages + linguistic QA	€8,000
Assets, plugins, licenses, software and services	€12,000
External playtests / equipment / technical costs	€6,000
Subtotal before reserve	**€337,500**
Production reserve — 10%	€33,750
ESTIMATED TOTAL	**€371,250**
ROUNDED TARGET BUDGET	**≈ €370,000**

* Estimated provision corresponding to €50K gross per year plus employer contributions, to be confirmed based on final status and compensation terms.

Durations correspond to equivalent full-time months of work and overlap across the 12 months of production.

Costs related to the **procedural system**, **Tech Art** and **QA** are forward-looking estimates, subject to revision after audit and based on Vertical Slice results.

Marketing, influencer, PR and acquisition budgets are not included and will be defined separately based on launch strategy and the publishing partner.

FROM VERTICAL SLICE TO COMMERCIAL RELEASE.

SUMMARY TABLE

PHASE	OBJECTIVE	TARGET DURATION	BUDGET
VERTICAL SLICE	Validate a complete run, the core systems and the target quality	5 months	≈ €190K
FULL PRODUCTION	Expand content and replayability and finalize the commercial version	≈ 12 months	≈ €370K
TOTAL	Vertical Slice + full production	**≈ 17 months***	**≈ €560K**

Note: The two phases may be separated by a period of funding, contracting, or greenlight.

RELATIVE TIMELINE

PERIOD	MAIN OBJECTIVE
T0 → M1	Onboarding of contributors, technical audit, documentation and preparation
M1 → M3	Gameplay, Lorth', network, Level Design, characters and art production
M3 → M4	Abigail, ritual V1, Twitch V1, 4th puzzle, UI/audio and integrations
M4 → M5	Playtests, optimization, balancing, QA, debugging and polish
M5	Publisher-ready Vertical Slice
FULL PRODUCTION GREENLIGHT	Final scope validation and launch of commercial production
FP M1 → M2	Content pipeline preparation and foundations of the procedural system
FP M2 → M7	Core production: puzzles, Lorth', Abigail, characters, skins, art and audio
FP M5 → M9	Procedural systems, content integration, final Twitch, final ritual and online
FP M9 → M10	Content Complete / Alpha — balancing and optimization
FP M10 → M11	Beta, procedural/network QA, localization and PC compatibility
FP M11 → M12	Release Candidate, final fixes and launch preparation

STAGE	NEED	STRATEGY
Prototype	€4.5K	Self-funded — playable prototype already developed.
Vertical Slice	≈ €190K	Seeking a lead funding/publishing partner, complemented where possible by public grants and private funding.
Full Production	≈ €370K	Triggered after VS validation, with financing combining publisher / investment / public schemes / eligible tax mechanisms.

> **Goal:** first secure funding for the Vertical Slice, demonstrate the project's commercial quality, then finalize Full Production financing on that validated foundation.

POTENTIAL FUNDING SOURCES

CNC
French public support for audiovisual and video game projects.

FOUNDER CONTRIBUTION — ALREADY COMMITTED
€4.5K invested in prototype development.

PRIVATE INVESTORS / GAMING ANGELS
Equity investors with video game industry expertise.

SPECIALIZED PUBLISHERS
Publishing partners experienced in horror and co-op.

BPIFRANCE
Support for innovative projects with strong growth potential.

REGIONAL GRANTS
Regional schemes supporting game development and creation.

VIDEO GAME TAX CREDIT
Tax credit equal to 30% of eligible development spend, subject to conditions.

AN ACCESSIBLE PRICE.
VIEWER PARTICIPATION ALWAYS FREE.

CORE MODEL

PREMIUM GAME
Target retail price: **€9 to €12**

NO PAY-TO-WIN
No purchase changes stats, abilities, or gameplay balance.

NO PAID VOTING
Viewers participate in Twitch votes for free.
No purchase grants extra votes or influence.

COSMETICS

POTENTIAL CONTENT	TARGET PRICE
Individual skin	€3 to €5
Duo cosmetic pack	€5 to €7
P2 themed setup	€3 to €5

TARGETED LAUNCH CONTENT
- 3 character duos
- 2 skins per character
- visual variations of P2 setups

ACQUISITION

FRIEND PASS
Under consideration: letting a game owner temporarily invite a friend to join a match via a Friend Pass.
The goal is to drive discovery without permanently replacing a second copy purchase.

POST-LAUNCH

- new skins
- additional P2 setups
- community challenges
- new duos
- alternative game modes
- activations with content creators

POTENTIAL MODES

ONE LIFE / PERMADEATH
NO ITEMS
STREAMER VS STREAMER
ABIGAIL CONTROLLED BY A THIRD PLAYER

VICTOR & ALEX

BASE SKIN



VICTOR — CHARISMATIC • IMPULSIVE • BRAVE

ADDITIONAL SKIN



ALEX — CALM • ANALYTICAL • METHODICAL

Victor and Alex share the same fascination with the paranormal, but certainly not the same way of facing it. Victor is the face of the duo: outgoing, charismatic, and always ready to jump into the unknown. Even when things go south, he keeps his humor and prefers to push forward rather than sit and wait.

Alex is his perfect counterweight. More reserved, thoughtful, and analytical, he prefers to observe, understand, and keep a cool head. As the duo's technician, he stays focused when everything starts to go wrong.

Concept visuals generated by AI — not representative of final assets. Skins have no impact on gameplay.

NIA & SOFIA

BASE SKIN



NIA — ENERGETIC • BRAVE • SPONTANEOUS

ADDITIONAL SKIN



SOFIA — ANALYTICAL • CALM • PERCEPTIVE

Nia and Sofia rarely move at the same pace, but almost always in the same direction. Nia is spontaneous, brave, and expressive: facing danger, her first instinct is to act. She'd rather make an imperfect decision than stay still when things go wrong.

Sofia works the other way around. More composed, analytical, and attentive to detail, she observes before acting and easily keeps a cool head. Her quick wit and calm let her channel Nia's energy when she starts rushing a bit too fast.

Concept visuals generated by AI — not representative of final assets. Skins have no impact on gameplay.

MINA & IDRIS

BASE SKIN



MINA — CAUTIOUS • OBSERVANT • DETERMINED

ADDITIONAL SKIN



IDRIS — CREATIVE • SOCIABLE • ADAPTABLE

Mina and Idris have almost opposite ways of handling the unexpected. Mina is cautious, observant, and determined. She'd rather understand her surroundings before moving forward, and often notices details others would miss.

Idris, on the other hand, works much more on instinct. Sociable, creative, and adaptable, he stays confident even when the original plan falls apart. Where Mina anticipates problems, Idris excels when it's time to improvise a solution on the spot.

Concept visuals generated by AI — not representative of final assets. Skins have no impact on gameplay.

A MEASURED BREAK-EVEN POINT RELATIVE TO THE ADDRESSABLE MARKET.

01 — ASSUMPTIONS

Development budget: **≈ €560K**

Target retail price: **€9–12**

Target platforms: **PC — Steam / Epic**

Cosmetics revenue: **not required for the base scenario**

> Calculations factor in VAT, platform commission and several publisher-share assumptions. The key point: break-even does not depend on skin sales. Cosmetics represent additional upside.

Price used: €10.5 incl. tax — 30% platform commission — 20% VAT.

02 — BREAK-EVEN POINT

COPIES NEEDED BY PUBLISHER SHARE

PUBLISHER SHARE	COPIES NEEDED
20%	≈ 114K
25%	≈ 122K
30%	≈ 131K

CENTRAL BREAK-EVEN

≈ 122,000

COPIES

Threshold to cover the development budget

Central assumption: 25% publisher share.

03 — SALES SCENARIOS

CONSERVATIVE

50K

copies sold

PROJECT REVENUE

≈ €230K

after platform fees, VAT and publisher share (25%)

CENTRAL

150K

copies sold

PROJECT REVENUE

≈ €689K

after platform fees, VAT and publisher share (25%)

SUCCESS

500K

copies sold

PROJECT REVENUE

≈ €2.3M

after platform fees, VAT and publisher share (25%)

> Indicative simulation excluding marketing and publisher terms. Cosmetics and post-launch revenue represent additional upside.

BUILT TO BE PLAYED, WATCHED AND SHARED.

Very Scary House is designed from day one to create unforgettable moments — in-game and on stream. Our strategy focuses on building a strong community, empowering creators, and crafting naturally shareable moments.

01 — BUILDING A COMMUNITY, STEP BY STEP

OFFICIAL DISCORD
Central hub for the community: announcements, feedback, events, and exclusive content.

REGULAR DEVLOGS
Transparency on development: behind-the-scenes, progress, and upcoming features.

SOCIAL MEDIA PRESENCE
TikTok, YouTube Shorts, Instagram Reels, X: focus on tense moments, fails, communication, and genuine reactions.

SHORT FORM, MAXIMUM IMPACT
Short, shareable content built to be clipped, reposted, and spread.

02 — CREATOR STRATEGY

EARLY ACCESS & KEYS
Early access for content creators and key distribution to kickstart community creation.

STREAMER SESSIONS
Guided sessions with streamers to produce quality content and build strong relationships.

TWITCH MODE: BUILT FOR STREAMING
A unique mode designed for interaction and chaos, turning viewers into active saboteurs and amplifiers.

AUTHENTIC PARTNERSHIPS
Long-term collaborations with creators who share our vision and values.

03 — EVENTS & INDUSTRY PRESENCE

CAPITAL GAMES
Video game industry network in Île-de-France. Mentorship, professional events, and connections across the video game ecosystem.

GAMES MADE IN FRANCE
Paris — promoting French creativity and connecting with industry professionals.

INDIE ARENA BOOTH
Gamescom — international visibility and top-tier exposure for indie games.

INDIE FESTIVALS & SHOWCASES
Presence at key indie festivals and events worldwide.

VERY SCARY GAMES IS LOOKING FOR A PUBLISHING PARTNER AND FUNDING.

DEVELOPMENT NEED

STAGE	NEED
Vertical Slice — 5 months	€190K
Full Production — ≈ 12 months	€370K
TOTAL DEVELOPMENT NEED	**€560K**

WHAT WE'RE LOOKING FOR

- Funding for the Vertical Slice and production
- Publishing expertise
- Marketing support
- Creator relations and influence
- Distribution
- QA and localization
- Launch support

WHAT ALREADY EXISTS

- Company incorporated
- Playable prototype
- €4.5K self-funded
- Documented concept and scope
- Defined production pipeline
- Detailed budget
- Capital Games member

TRY THE PROTOTYPE

SCHEDULE A PROJECT PRESENTATION

calendly.com/veryscarysaga/30min

THOMAS LORTHIOIS

Founder & Game Director — Very Scary Games

veryscarysaga@gmail.com

linkedin.com/in/thomas-lorthiois

NO ONE ESCAPES THIS HOUSE ALONE.