

# Game concept document



Solo & Multi  
Game



Puzzle &  
Battle Royal



Casual  
gamers

Status : Pre-production  
Budget : 150 000 dollars  
Game: Play to earn (P2E)

Engine : Unreal Engine 5  
Languages : English,Spanish,French,Chinese



Welcome to Bears Rumble, an exciting game that offers players a unique gaming experience and the opportunity to earn rewards.

Players compete in captivating tournaments to claim victory and win exclusive rewards. Each victory brings you closer to success which can be used to enhance your player strength, by customizing your avatar which will have a value that can be exchanged with other players on the market.

Original music accompanies every moment of the game. The environment will offer an immersive experience, with a unique and captivating atmosphere. Whether you're fighting in a forest, a frozen world or a deserted island, the music transports you and immerses you in the action.

We're not limiting ourselves to competition, the game also features a social networking component that allows players to interact with each other. You can join guilds, chat with other players, share your strategies and successes, or take part in community events.

Get ready to dive into the captivating world of Bears Rumble, rise to the challenge, become a champion and forge your own destiny in this unique world where fun and rewards combine to create an unforgettable gaming experience.

## Summary

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# About us

Bears Rumble Sarl is a Swiss game development company dedicated to art and innovation . Founded in 2024, we were born from the convergence of artistic creativity and technology. Our games are shaped by a unique vision and meticulous attention to detail. Each title we produce is the result of a rigorous creative process, combining fluid gameplay and immersive storytelling. Our team is made up of diverse talents, from game designers and visual artists to programmers and 3D modelers. We believe in the power of games to inspire, entertain and connect people.

## Team operational team



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# Team

game development team

David Loucano  
&  
Kilian Cheroy  
Artistic direction

Rudy Simon  
Game designer

David Loucano  
Game artist 2D

Killian Cheroy  
Game artist 2D

Aiden Walter  
Motion designer

Chevallier Julien  
Technical game artist

Anthony Feuillet  
Technical game artist

Joseph Rivas  
Sound designer

Roberto Ferreira  
Game developer



# Narrative context

## Pitch

Roar into Adventure: Join a Wild Bear and His Bumbling Crew on a Hilarious Journey!

You take the reins of a fearless bear and their zany team of bumbling minions. Embark on an epic quest to gather scattered extraterrestrial technology fragments, all while navigating treacherous challenges and forming unlikely alliances.

Unleash your inner curiosity as you harness alien tech to create unique tools, solving mind-bending puzzles and conquering daring platforming obstacles along the way.

Prepare for laughs, thrills, and a wild ride like no other in this uproarious adventure where chaos meets curiosity!



# Lore

## light lore

### Forest Villages

The forest village serves as the central hub of the game. It's where the player, embodying a bear, resides.

It's a peaceful and harmonious community where various creatures coexist.

The village is nestled deep within an ancient and enchanted forest, lush with towering trees, sparkling streams and diverse flora and fauna.

The inhabitants of the forest include not only bears but also other woodland creatures such as squirrels, rabbits, deer and birds each with their own unique abilities.

### Alien Technology

The scattered alien technology pieces possess advanced capabilities and powers beyond the comprehension of the forest inhabitants.

These pieces serve as key elements in the puzzles and challenges the player must overcome throughout the game.

As the player progresses, they must collect and use these alien technologies to navigate obstacles, unlock new areas and ultimately uncover the truth behind the alien crash.



### Alien Crash

A high-tech alien spaceship crashes into the heart of the forest, shattering into thousands of pieces upon impact.

The crash scatters alien technology and unknown living matter throughout the forest, disrupting its natural balance and causing chaos among the inhabitants.

The living matter infects and alters various creatures (including inhabitants), mutating them into strange and hostile forms.



# Lore

deep lore

## Ancient Alliance

Millennia ago, during a time of great upheaval in the cosmos, representatives from the bear world and the alien civilization forged an unlikely alliance.

To preserve their unity, Aliens and bears devised Furbly, ensuring they could navigate back to the Alliance even in the darkest of times..

Recognizing their shared values of harmony and stewardship of nature, the bears and the aliens pledged to aid each other in times of need and to preserve the balance of the cosmos.



## Cosmic Interference

The crash of the alien spaceship was not a mere accident but a result of cosmic interference, caused by a powerful cosmic event that rippled across the universe.

Unbeknownst to the inhabitants of the world, their planet and the alien civilization were linked by ancient cosmic ley lines, channels of mystical energy that connect distant realms across space and time.

## Alien Matter

The crashed spaceship contained an unknown living matter that is perceived as a destructive force, capable of causing devastation on a planetary scale.

This slime entity is a malevolent presence that threatens to consume and corrupt everything it touches.

The living matter is a mysterious substance, unlike anything known to the inhabitants of the world.

Its arrival in the forest and more generally in the world sparks fear and chaos among the inhabitants, as they struggle to understand and contain the threat.



# Unique Selling Points



Advance **Crowd Management** system



**Unique Character** based on blockchain



**Procedurally generated** level design featuring intricate and **challenging layouts.**



Dynamic **multiplayer** and **tournament** to mint NFTs





# Core Loop

gameplay Solo

## Preparation



Build Tools, Select Stage, Prepare Minions

## Exploration



Resolve Puzzle, Gather Ressources, Find allies

## Narration



Find news Areas to explore, Grow your sleuth of bears, Lore

## Consequences



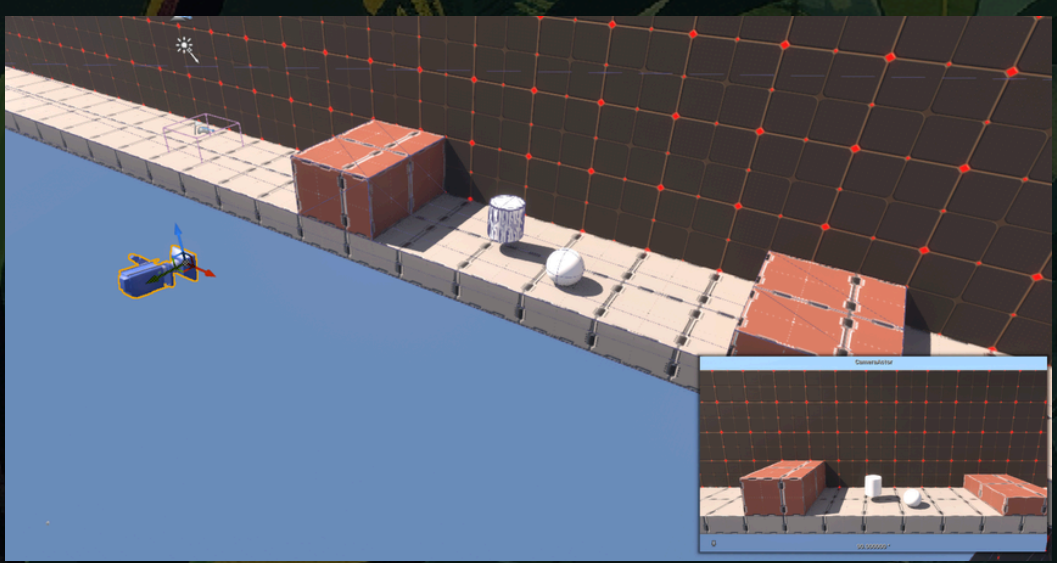
Upgrade your Base, find tools recipes, Unlock New Technologies, Rewards



# 3C – brief overview

gameplay Solo

## Camera



### 2.5D camera with advanced platformers systems :

The camera can be attached to the player.  
The camera can be put in scene.  
The camera can move left to right, forward backward and up and down but can't rotate on Y.

## Character



**The player embodies a species of bear** with a customizable appearance. The player is the leader as a sleuth. With him are gathering minions that will follow and obey him.

During expeditions, he can move from left to right and in depth from front to back. He can also jump and interact with his environment.

## Controller

Minions/tools

Move

Interact / Jump



### Locomotion :

Player can move the character with Gamepad (Touch stick for mobile).  
Player can jump with face Button, jump height depend on hold.

### Actions :

Player can interact and pick up with stuff with Action Button. Player can order minions with Button. Actions of minions depend on current tools.

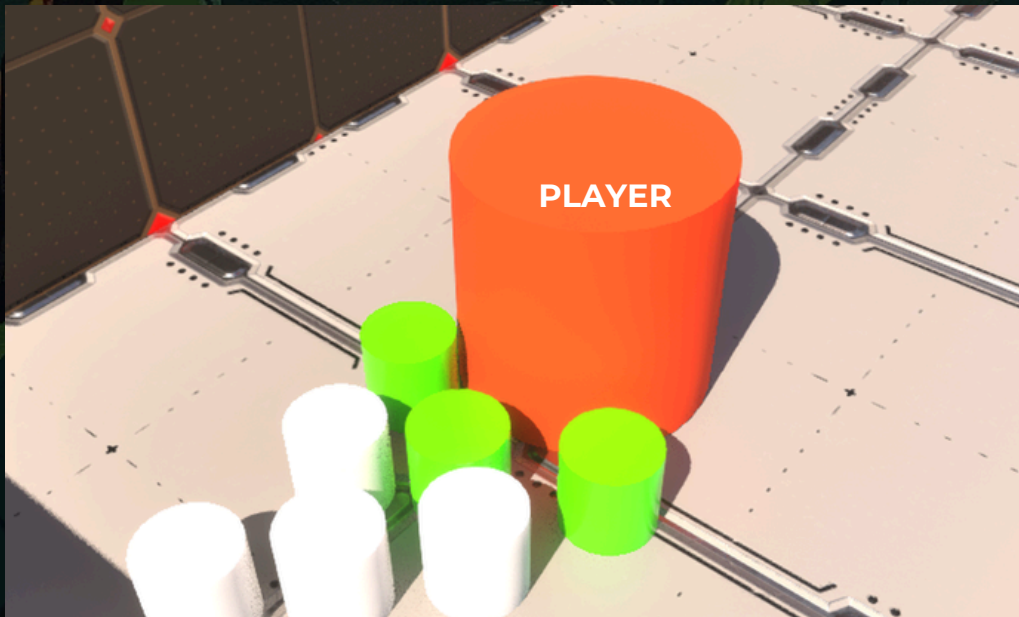


# Minions overview

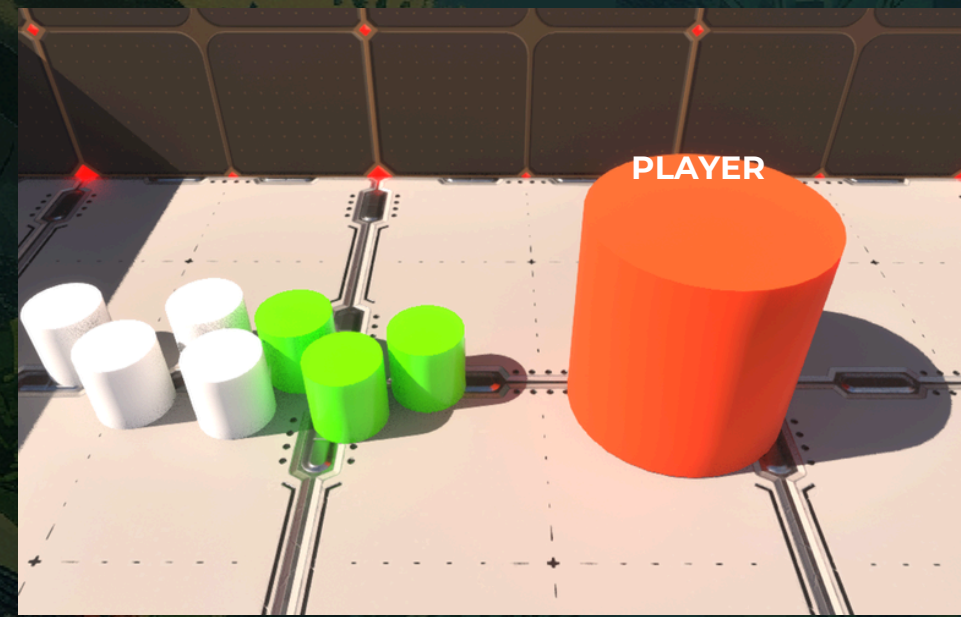
gameplay Solo

Minions are **essential** for the player. They **will carry** what he find during his expeditions and allow the player to use tools they bring with them.

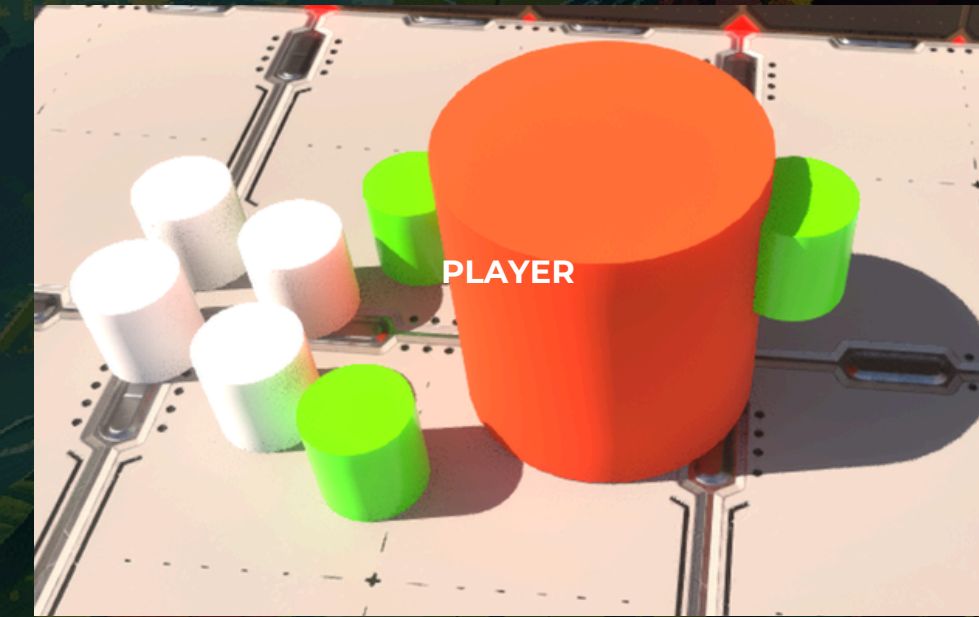
-  Player Character
-  Minions
-  Minions with tools



When Idleing, minions gather around the Player character (PC). Minions with tools stay close to the PC.



When moving, minions follow in messy single line.



When the player use a tool, he basically carry the minion. Others wait while cheering.

Minions can be found during an expedition and join the group or more likely in base.



# Core Loop

gameplay Multi

## Preparation



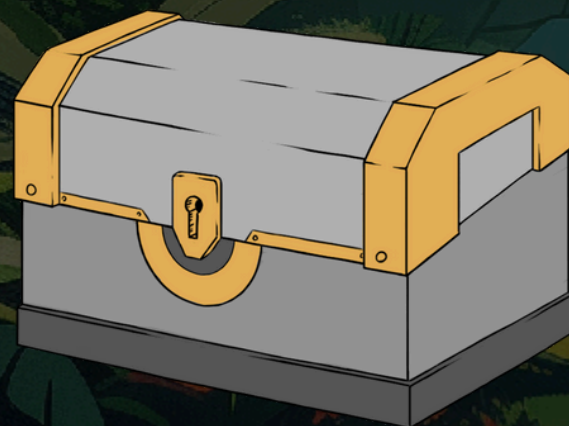
Choose Multi game-mode, Select avatar and tools appearance

## Fight



Fight other players in multiple gamemodes and explore unives arenas

## Rewards



Mint your tokens and collect more with victory. Unlock specials items that you can use in solo mode



# Minions in multi

*gameplay Multi*

Mockup



### Minions' selections:

when a minions is select, the player saw the area of use.  
Minions carries tools, using a minion means using a tool.  
If the game mode requires tools, player must select minions to go with him.  
They will behave like in solo gameplay.  
Each multiplayer game mode has its own sets of rules that restrict certain use of tools.



# Hub references & mechanics

*gameplay*

Mockup



**New Minions arrive:**

The sleuth keep growing as new minions join the adventures after meeting with the player in explorations.

**New features:**

The hub keep evolving though new buildings. Localization of the building are chosen by the player to ensure a 100% customizable area.

**Village:**

The Hub must feel like a village. Art and rendering will be same as in exploration. Camera will show the global view and allow smart zoom.



# Tools gameplay

## Gameplay of tools :

When a player use a tool carried by a minion, what happen of the tools depend on his category.

Some tools are one time use and once it's use, it either stay on the level or disappear (bridge, alien wind)

Some of the tools can be use multiple times during the level but disappear if used at the end of it.

Some tools stay though levels, they are call permanent tools.

## Description:

Because they came from alien world, tools recipe and description are not readable.

Thank to icons, the player must be able to understand part of it.

Using a tools in correct way of use reveal some of the words, revealing part of the alien language.



## How to build tools :

Building a tool require materials and recipe.

Material can be found in exploration.

Recipe are rewards for completing exploration or compete in multiplayer.

The player must possess the building dedicated to tools to make it.

## Categories:

Tools include a lot of different stuff. Some of the tools are weapons (mostly use in multiplayer), some of them are movement enhancer such as bouncer, zipline, parachute...



# Exploration

## level design

### Mockup



### Areas and Levels

Each level is composed of multiple gameplay block combined. When a level is selected, the player as information about it. With correct building amelioration, he can know needed tools or rewards before doing the level.

### Multiple tools use

Using a tool isn't enough for certain part of level. The player must combine them to unlock new gameplay mechanics.

### Rules

The main purpose of exploration is to clear each level and complete the Area. Clearing a level require the player to go from start to end of the level. The materials gather, the time needed, and the tools used define the rewards. It is possible to re-do levels but specific rewards such a material or minions can be given only once per level.





# Multiplayer

## Battle Royal

The default game mode for multiplayer is battle Royal.

A number of player are spawned together on a specific arena.

They all are obligated to have a tools defined as "weapon".

They all have the same specs (health, movement speed, jump velocity, ...)

The last player alive win the battle royal.

## Events Coop

Some events unlock specifics area for multiplayer.

In the same levels, players must collaborate to complete it to collect incredible rewards.

## Events PvP

Some PvP Game mode are specifics regarding events.

New maps, Team vs Team, capture the flag, each event is different.



# monetization

## Cosmetics

### Skins variations

#### Skins :

Each skins is based on NFT.  
Bears, minions and tools have customizable skins.  
Village and building also have customizable skins.

#### Emotes :

In multiplayer mode, the player can also use emote, taunt and dances.

