THE FLOOR IS

BEFORE







EVERY TRIP TO THE FRIDGE 15 AN ADVENTURE!

- Your childhood imagination realized!
- Don't step in the lava!
- Imagine a keynote with an executive hopscotching across the stage!





GAMEPLAY - EXPERIENCE

- Don't step in the lava or you will take damage! (Using Magic Leap position for approximation)
- Platforms rise and sink... don't linger or you'll get burned!
- Fireballs, Dragons, and other hazards will rise from the lava and try to block your progress.
- A new layout every game. How long can you survive?
- A water pistol is your lifeline, use it to cool the lava and create platforms, or keep your platform from sinking...but be warned...your ammo is limited.





MILESTONES

- TIMELINE: 6 Months
- M1 Alpha: Mapping of Lava, Fire, and creation of dynamically generated platforms
- M2 Beta: Hazards and Obstacles Fireballs, Dragons, Moving Pillars, and more
- M3 Release: Health system and full testing of dynamically generated rooms
- Future: New hazards, Mechanics, New environment types, Create your own course

TEAM



Engineering/Design/Art







CHRIS HANDLOSER
Creative Lead



ALEXANDER STEPANOV Engineering Lead



STEVE HEMMESCH Design Lead

Game industry veterans since 2001, with over 50 shipped titles between us and various awards including 5 Editors choice awards for original IP

INSC)MNIAC GAMES
SAMSUNG



sphero gaia









PREVIOUS SUCCESS

- **5** Top 10 selling app overall in the Oculus Store.
- Launch Partner for Oculus Go/Oculus Quest
- Total revenue over \$180,000 through revenue and deals with Samsung/Oculus, uSense, and HTC
- Developed Paint VR experience for Ximmerse at GDC 2017.
- Featured in multiple nationwide Samsung commercials, and Samsung Keynote.
- Multiple Apple App Store Editors Choice Awards + Google Play Editors Choice Awards
- Multiple top 20 app store hits: Gun Bros, Super KO Boxing, Frontline Commando



CONTACT

Let us help you create the future

Our team in San Francisco is happy to talk any time

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