

A stylized illustration of a coastal scene. In the background, a large, multi-towered manor house with a prominent spire sits atop a cliff. The foreground features a dark blue sea with a small, three-masted sailing ship. The landscape is characterized by large, reddish-brown rock formations and trees with vibrant pink and purple foliage. The sky is a pale, hazy blue with white, billowing clouds. A dark grey rectangular box is centered over the image, containing the title text in a bright yellow, serif font.

A Night At Locke Manor

Name	A Night At Locke Manor
Budget	£43,000
Developer	Untitled Team
Release Date	2022-05-16 / 6 months
Platforms	PC, Mac, Linux & SteamOS
Genre	Escape The Room
Press Contact	press@untitled.team
Website	untitled.team
Description	... is an atmospheric escape room game filled with mystery and intrigue. Solve puzzles, find clues, and learn dark family secrets as you try and escape from the manor.





COMING SOON

Target Audience

A large audience of people, mostly young adults, is seated in a theater. They are all wearing 3D glasses and looking towards the screen. The theater has red seats with numbers like 23 and 25 visible. The lighting is dim, with some blue light coming from the bottom right.

- Casual gamers who like puzzles and a story-rich mystery
- Regular gamers who like hidden object and point & click games
- Gamers who appreciate beautiful visuals
- Fans of mystery and puzzles who aren't necessarily gamers, and want to get into gaming
- Players who don't want fast action, and don't have twitch-style responses
- Not children or young teens, due to the nature of the themes



Gameplay

- **Play with** up to 4 friends
- Collect clues and **solve puzzles**
- **Explore** the beautifully modeled world of Locke Manor
- Experience **mystery** and intrigue

<TODO Maciej Screenshot 1>

<TODO Maciej Screenshot 2>

The background is a vibrant, hand-drawn illustration. On the right, a large, multi-towered castle with a prominent spire sits atop a pinkish-red rocky cliff. The cliff is covered in dense, textured vegetation. To the left, another similar cliff is visible. In the foreground, a small boat with a striped sail is on the dark blue water. The sky is light blue with white, fluffy clouds and a flock of small red birds flying in the distance. A large yellow rectangle is overlaid on the center of the image, containing text.

Why?

- We've played a few and seen most, but...
- We've got a really cool story to tell
- There's a big surprise twist at the end

Team

Juan and **Maciej** met at Falmouth University while doing their MA Indie Games, and did most of their projects together. They will be co-writers on the story of Locke Manor.



Maciej » Art Direction, Visual Design



Juan » Game Design, Coding, Marketing

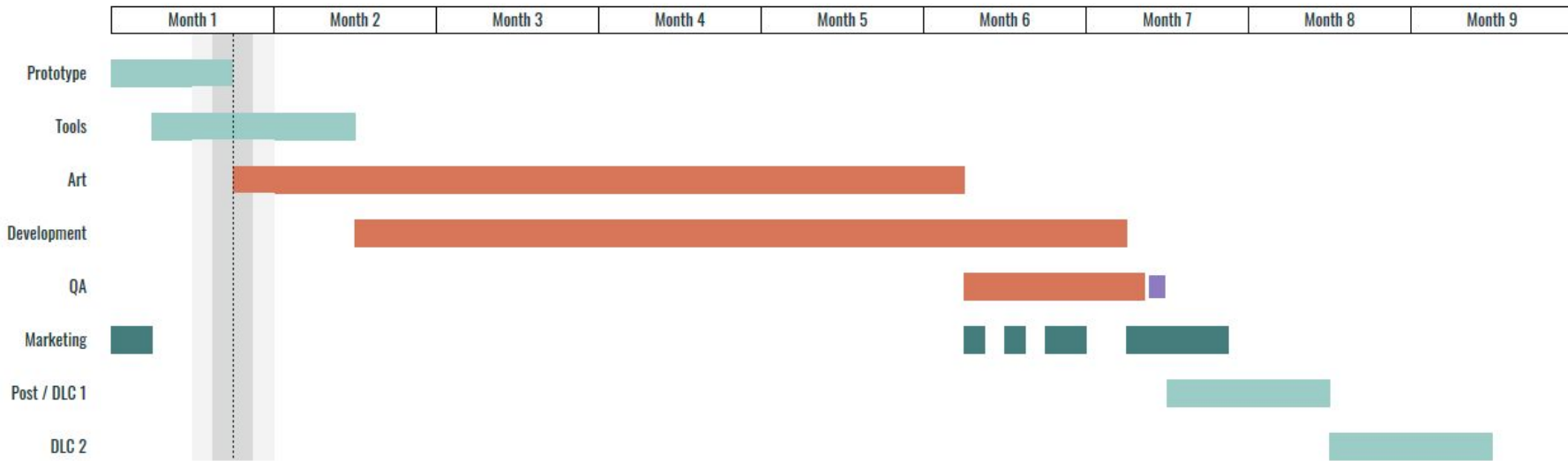


Twitter

Over **1,000** followers

Roadmap

Time to 1st build is **6 months**



Revenue

Budget is **£43K**

Revenue (with Indie Fund)

	To aim for	£215,000.00	26909 units
	After Cuts	£126,385.60	
	After 1st Funder recoup	£83,355.60	
	After 2nd Funder recoup	£62,516.70	
Profit	After 20% corp tax	£50,013.36	

Revenue (bootstrapped)

	To aim for	£107,000.00	14882 units
	After Cuts	£62,898.88	
Profit	After 20% corp tax	£50,319.10	



Publisher Support

- Localisation
- QA & Playtesting
- Marketing & Outreach



Any Questions?

Website

untitled.team/lockemanor

Twitter

[@opyate](https://twitter.com/opyate) / [@MattRuszala](https://twitter.com/MattRuszala)