



# A Night At Locke Manor

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



A Night At  
**Locke**  
Manor



# Target Audience

- **Casual gamers** who like to **solve puzzles**
- Fans of **hidden object** and **point & click**
- Gamers who appreciate **beautiful visuals**
- **Adult themes** and a **story-rich mystery**

# Gameplay

- **Solo** or **multiplayer** with up to 4 friends
- Collect clues and **solve puzzles**
- **Explore** Locke Manor







# 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





**Juan** and **Maciej** met at Falmouth while doing their indie games MA, and started collaborating early on. They will co-author the story of Locke Manor.

# Team



**Maciej** » Art Direction, Visual Design



**Juan** » Game Design, Coding, Marketing

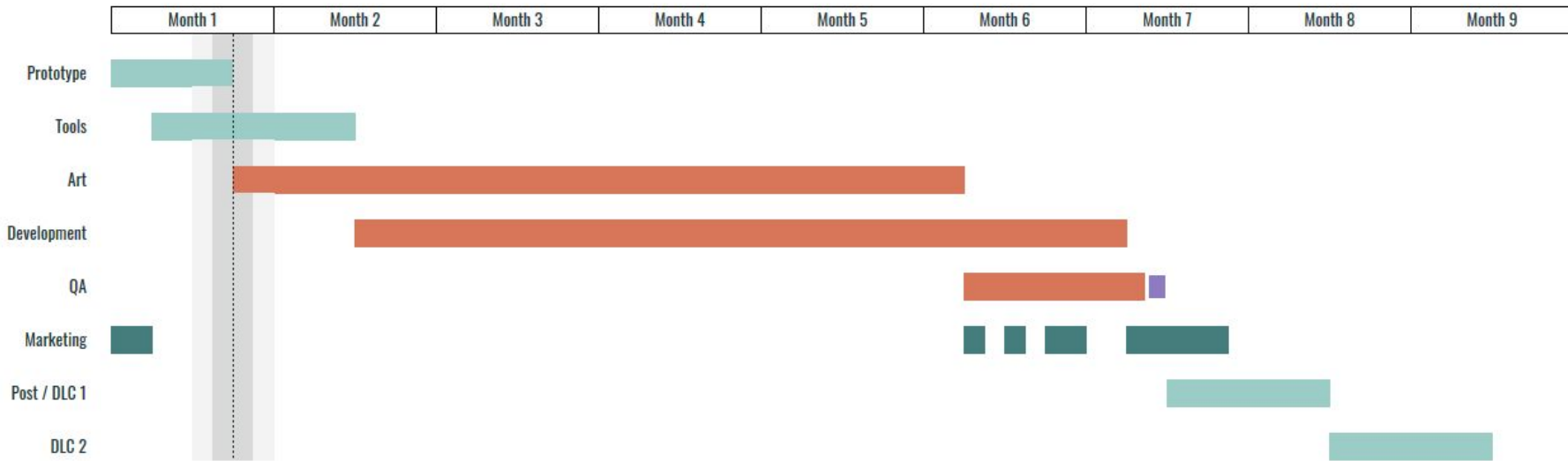
# Twitter

Over **1,000** followers



# Roadmap

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



# Revenue

Budget is **£43K** // Unit price **£7.99**

## Revenue (with Indie Fund)

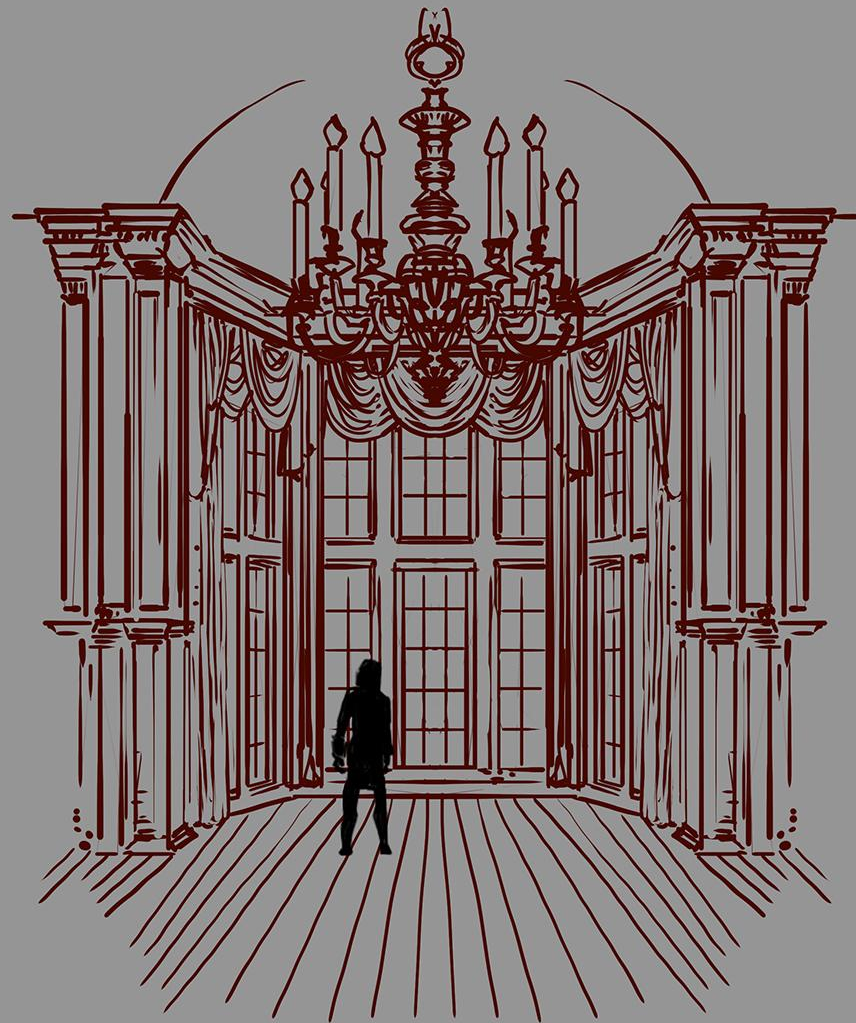
	To aim for	£215,000.00	26909 units
	After Cuts	£126,385.60	
	After 1st Funder recoup	£83,355.60	
	After 2nd Funder recoup	£62,516.70	
Profit	After 20% corp tax	£50,013.36	

## 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](https://untitled.team/lockemanor)

Twitter

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