



RUDY'S MECHANICALS

1 - Project Overview





Project Overview

Game Overview

Trudy's Mechanicals is a steampunk-themed tactics game designed for the PC. As an original Incubator Games IP title, the company intends to deliver a unique and polished experience that will establish the company as a quality indie developer.

Trudy's Mechanicals revolves around 3 central characters, Darius, Renatus, and Valerjan and their friends, all vying to peacefully (or otherwise) overthrow the regime aboard Trudy, an ancient airship. The story is told over a number of chapters, each one consisting of a few story missions that take the player on an exciting journey throughout Trudy.

At its core, Trudy's Mechanicals is a game focused on turn-based, tactical combat.

Setting

The world is heavily polluted, and the last known survivors of humanity live aboard a ramshackle flying ship, the eponymous Trudy.

No one can remember the ship's true origins, and the dirigible itself holds many mysteries. While Trudy is constantly being rebuilt and retooled, its ruling body does what it can to maintain a rigid class system. At the very bottom of the ladder are the Mechanicals, the poorest citizens that have willingly undergone mechanical alterations in order to perform gruelling and often hazardous jobs.

Features

The gameplay and interface of Trudy's Mechanicals are specifically streamlined for the PC, allowing players to effortlessly control small bands of Steampunk soldiers on missions that take them into the wondrous locales of Trudy. Each battle rewards the player with a tangible prize such as a new unit or gameplay mode, creating a rich and addictive experience.

Project Status

Game design is close to completion and we have an early prototype running on PC.

Trudy's Mechanicals is slated for a late 2014 release, with possible Mac and iPad ports to follow the PC version if the game proves successful. These ports could not only provide additional profits, but also open the doors to various digital distribution services, helping Incubator Games secure distribution channels for future games.

Production Schedule

14 months with 7 employees and two contractors (sound and PR).

TRUDY'S MECHANICALS

Project Overview

Budget

\$296,316 total (\$150,000 from Incubator Games, \$146,316 from OMDC)

Deliverables

Trudy's Mechanicals game for the PC.



The cast and crew of Trudy's Mechanicals.