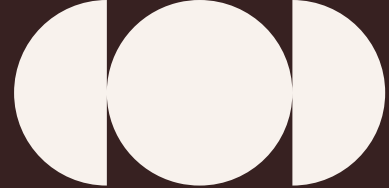


Wild Beans

Game: **Roguelike**
By Wiliam Nascimento





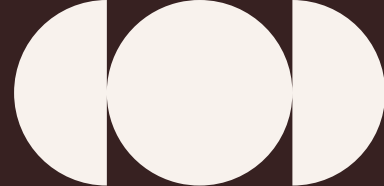
Wild Beans: Begins

Elevator Pitch:

Wild Beans

A chaotic, bullet-filled roguelike where mutant beans face off in the most absurd Wild West ever imagined, where gunslinging beans take on hordes of enemies in an explosive and hilarious showdown. Blending intense action with irreverent humor, the game is packed with iconic pop culture references from the '80s and '90s, filled with Easter eggs for nostalgia lovers. With strategic upgrade mechanics, a wide variety of weapons, and challenging bosses, Wild Beans stands out with its vibrant cartoon art style and energetic soundtrack, delivering a unique experience that balances accessible fun with depth for those seeking a challenge.

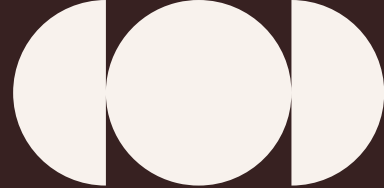




Wild Beans: Begins

Plataforms:	PC (Steam), Consoles (Nintendo Switch, PlayStation, Xbox)
Genre:	Roguelike, Action, Bullet Heaven
Engine:	Unity 3D
Release:	TBD (To Be Determined) – Targeting 2025
Modes:	Single Player
Length:	Designed for high replayability, with short yet intense runs (15-30 minutes per session)
Concept:	A chaotic and humorous bullet heaven-style roguelike set in a Wild West world, featuring gunslinging beans battling hordes of skeletons and other enemies, with deep customization and strategic upgrades. The game is filled with pop culture Easter eggs from the '80s and '90s, offering both nostalgia and fresh action-packed gameplay.
Audience:	Fans of roguelikes, action-packed horde survival games, and players who enjoy fast-paced, skill-based gameplay with a humorous and nostalgic twist. Ideal for players of Vampire Survivors, Brotato, and Enter the Gungeon.





The Game

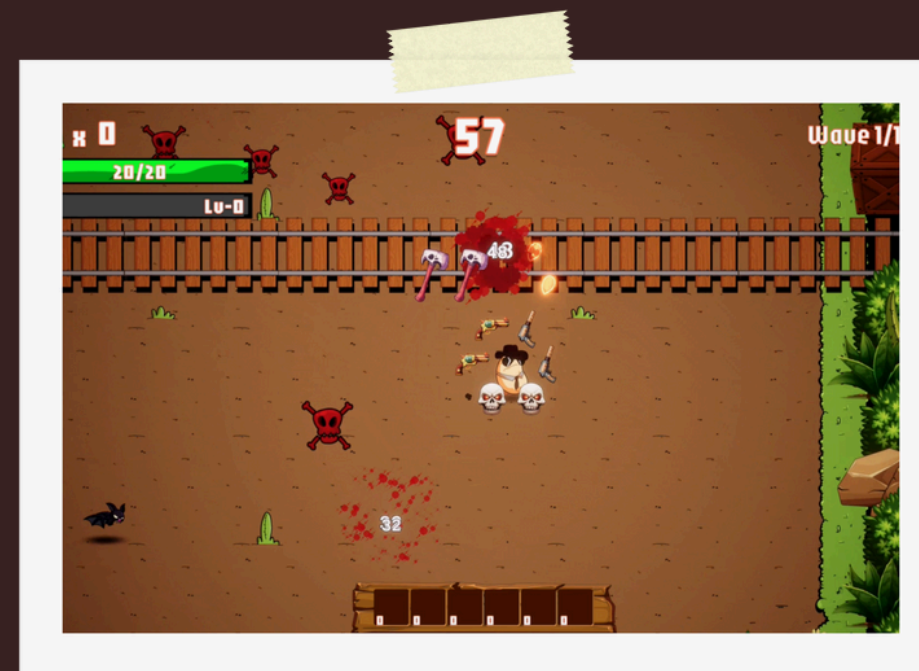
Wild Beans is heavily inspired by modern action roguelikes. From these games, it borrows:

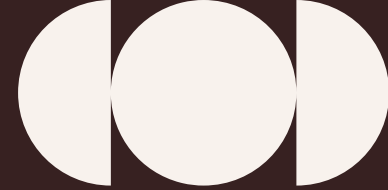
Fast-paced, auto-fire combat that allows players to focus on dodging and positioning.

Exponential power growth, with each wave offering unique building combinations.

Massive enemy hordes that increase in difficulty, testing reflexes and strategy.

Short, highly replayable sessions designed for quick but engaging gameplay loops.



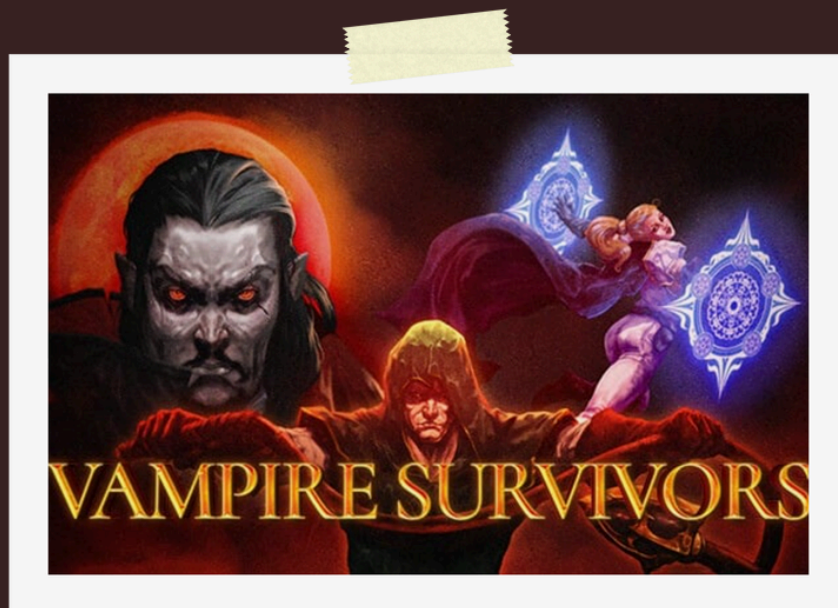


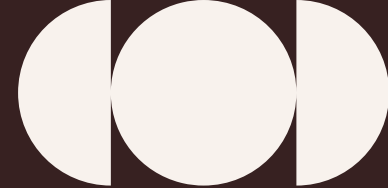
About the Game

Game Inspiration

Wild Beans is heavily inspired by modern action roguelikes such as Brotato, Vampire Survivors, Nuclear Throne, and Enter the Gungeon. From these games, it borrows:

- **Fast-paced, auto-firing combat** that lets players focus on dodging and positioning.
- **Exponential power growth**, where each run offers unique build combinations.
- **Massive enemy hordes** that escalate in difficulty, testing reflexes and strategy.
- **Short, highly replayable sessions**, designed for quick but engaging gameplay loops.

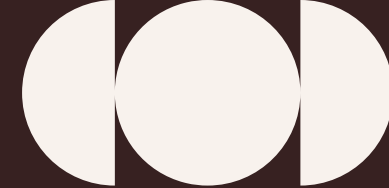




Inspirations from 90s

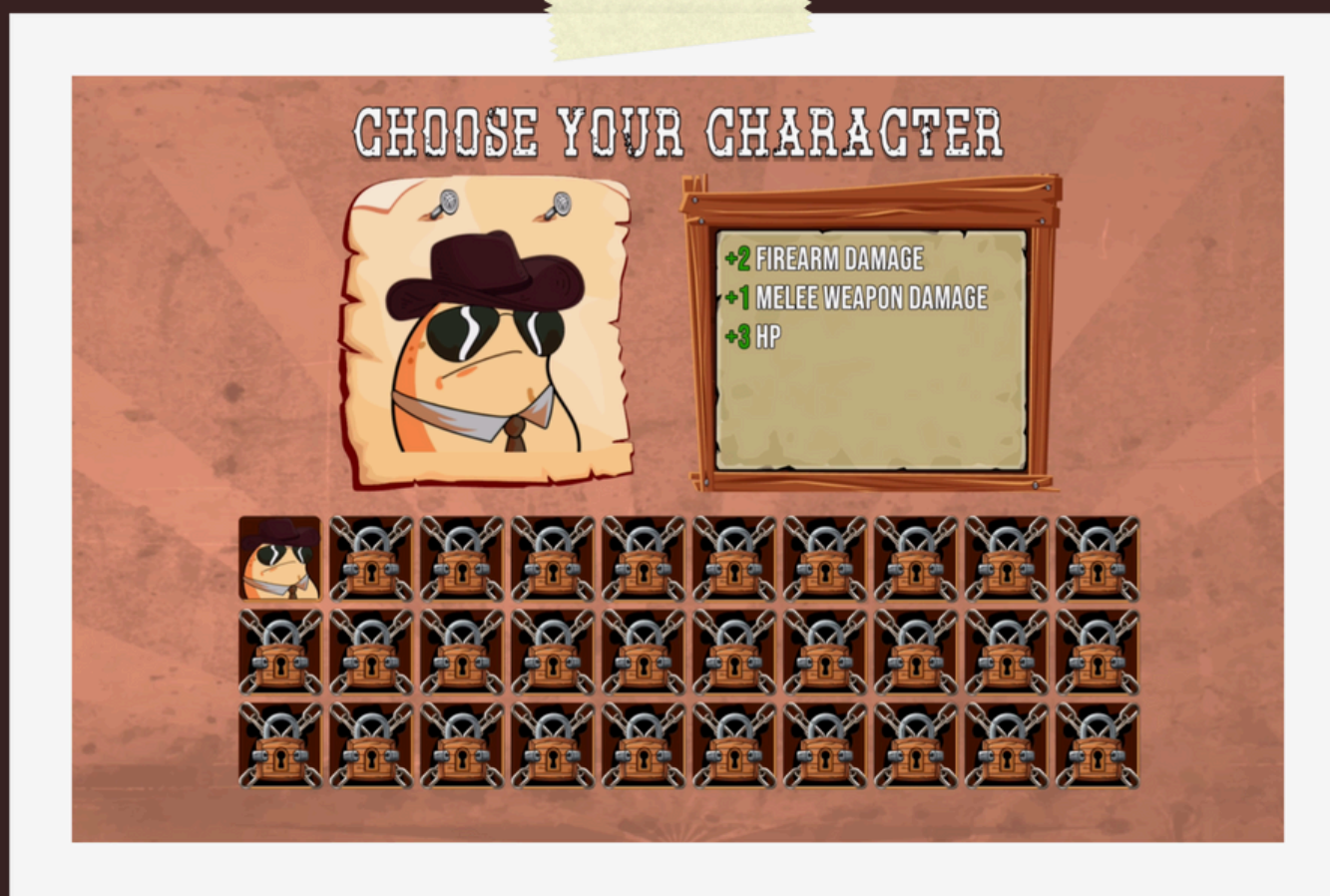
In addition to games, Wild Beans is inspired by cartoons, movies and comics, mixing elements from 80s and 90s classics like Doug, Dungeons & Dragons, Chapolin Colorado, Looney Tunes, Rambo, Indiana Jones, James West, The Terminator and even Mad Magazine. This mix of humor, nostalgia, and chaotic action sets it apart from traditional roguelikes. This opens up the possibility of countless updates with incredible DLCs featuring iconic and memorable characters, as well as even more challenging levels that evoke fond memories of shows and characters that have marked the lives of our target audience.

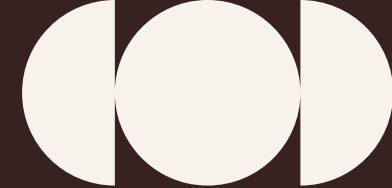




Why Is This Game Cool?

What excites me most about Wild Beans is how it blends arcade-style roguelike action with campy humor and pop culture nostalgia. The mechanics are deep enough to keep players engaged for hours. There are 30 heroes, each inspired by characters who made their mark in blockbusters and popular characters from the '80s and '90s. Plus, of course, an arsenal that would make any hero jealous, with some of the craziest and most stylish weapons.





What makes it stand out?



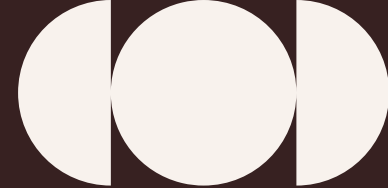
What makes it stand out?

- **90s pop culture references** – Characters, weapons, and environments are inspired by classic cartoons, movies, and comics.
 - **Absurd weapons and abilities** – Players can wield a Popcorn Bomb, a Mustard Spray Blaster, or a Boxing Glove Rocket Launcher, creating ridiculous yet strategic builds.
 - **Colorful, cartoony art style** – Unlike many darkly themed roguelikes, Wild Beans is vibrant, campy, and full of personality.
 - **Procedurally generated scene** – Every session presents new challenges with randomized layouts, enemy patterns, and interactive elements.
-
- **Boss fights and escalating difficulty** – At the end of each cycle, players face a powerful boss commanding an army of minions, adding variety and challenge.
 - **Progression system with a Rayman-style world map** – Unlike traditional roguelikes, Wild Beans lets players unlock and choose different dungeon paths, offering a sense of adventure beyond simple wave-based survival.

How Do Players Progress?

- **Choose a mutant bean character**, each with unique abilities and playstyles.
- **Enter a procedurally generated scene** and battle through waves of enemies.
- **Collect weapons and upgrades**, mixing different items for crazy build possibilities.
- **Survive as long as possible**, defeating bosses and unlocking new perks.
- **Each run unlocks new characters**, upgrades, and areas, encouraging replayability.





About the Developer

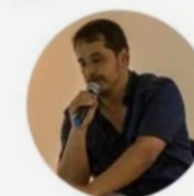
I'm a senior full-stack game developer with 15+ years of experience, specializing in Unity, game programming, game design, 2D/3D art, and educational game development.

I've created two of the top-selling Unity courses on Udemy in Latin America, with over 53,000 students.

After years of building games for clients and teaching the next generation of developers, Wild Beans is my passion project—a game that combines everything I love about design, humor, and gameplay.

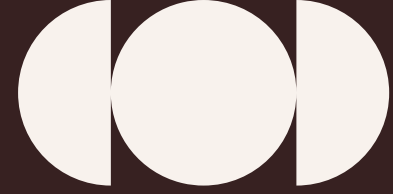


William Nascimento
Analista de Sistemas

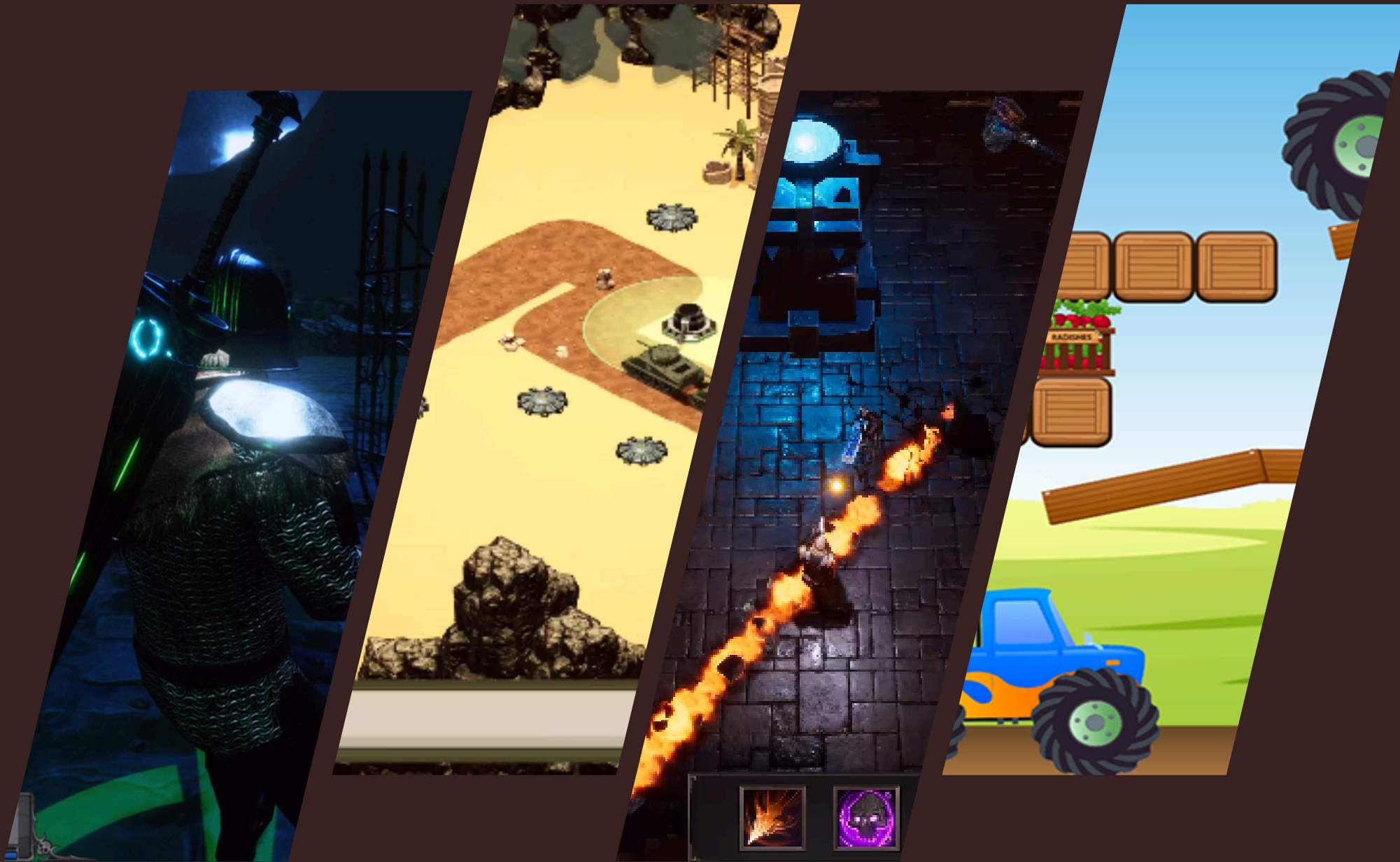


★ 4,6 Classificação do instrutor
🗣️ 16.199 Avaliações
👤 55.997 Alunos
🎓 6 Cursos





Another projects



Before Wild Beans, our team has worked on multiple smaller-scale projects, including:

- Edukids Jr. – An educational mobile game designed for preschoolers, featuring engaging minigames and interactive learning experiences.
- Various advergames and commissioned projects for third-party clients, helping brands create interactive and gamified experiences.

With Wild Beans, we are leveraging our experience to develop a high-quality, fast-paced roguelike with strong player retention and replayability.



Additional Information

- **Developed in Unity**, optimized for PC (Steam) with potential console ports.
-
- **Designed for both roguelike veterans and newcomers**, balancing accessibility with depth.
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- **Inspired by market leaders like Vampire Survivors and Brotato**, but with a fresh, humorous twist.





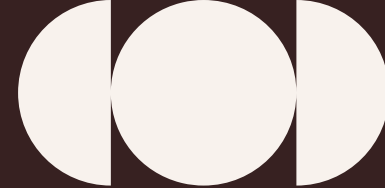
What Do We Need?

To bring Wild Beans to life at full quality, I'm seeking a publishing partner who can help with:

- Development funding (Estimated: \$80,000);
- Marketing & PR to reach global audiences;
- QA & Localization for a polished, international launch;
- Console porting & platform support;
- Strategic business guidance for monetization and scaling.

The MVP is already in a playable state. With the right partner, we can deliver a complete, high-quality release across PC and consoles.





Market Leaders



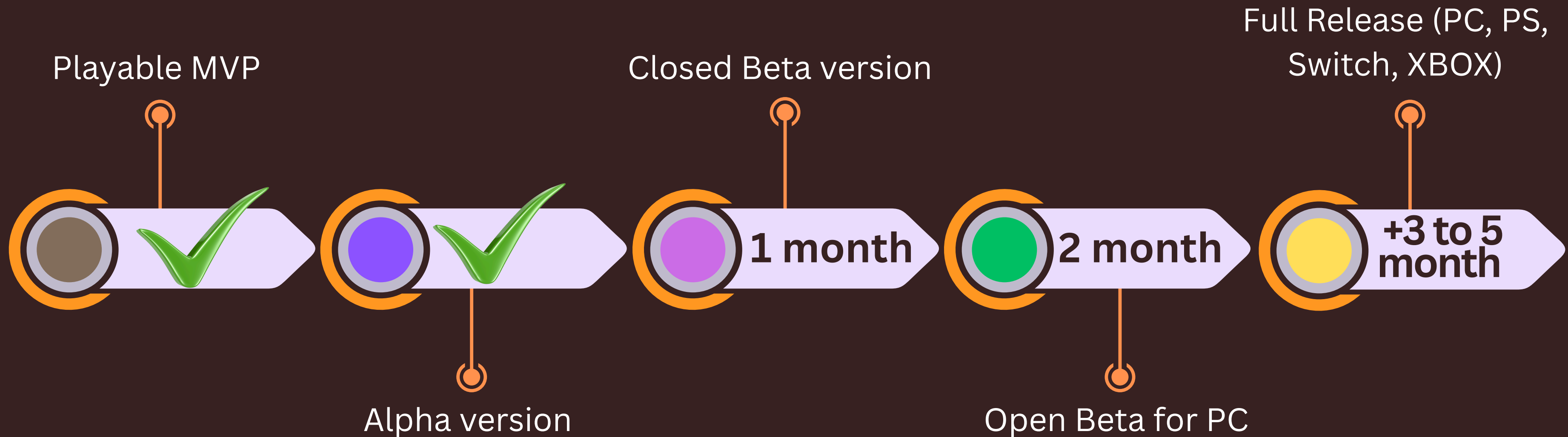
More than **10 Million** copies sold
+250K reviews on Steam, with an approval rating of over 98%.



More than **3 Million** copies sold
Thousands of positive reviews with an approval rate of over 95%.



Estimated Production Milestones



Wild Beans will be developed in progressive milestones, each unlocking new features, polish, and testing opportunities. Every version will require a 20% funding milestone prior to development to ensure production sustainability and quality assurance



The background of the title screen is a vibrant, cartoonish desert scene. In the center, a bean character dressed as a cowboy with a brown hat, red bandana, and black boots is firing two pistols. He has a determined, slightly angry expression. To his right, a large wooden sign with the words 'WILD BEANS' in a white, distressed, western-style font is mounted on a wooden structure. The sign is slightly tilted. In the foreground and midground, several skeletons with glowing orange eyes are running or crawling. Some are green, some are white. There are also green bean-like creatures with glowing eyes. The desert landscape features saguaro cacti, rocky hills, and a clear blue sky with a few wispy clouds. The overall style is colorful and playful, typical of a family-friendly action game.

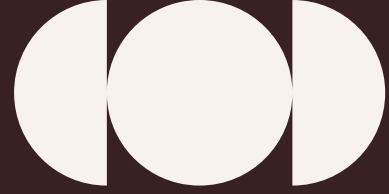
WILD BEANS

PLAY

OPTIONS

CREDITS

EXIT



We appreciate your time and consideration.

With Wild Beans, we're not just building a game, we're creating a vibrant, unexplored universe that combines fun, action, humor, strategy, and replayability.

We're ready to bring this vision to life—and with your partnership, we can turn it into a global success.



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