Where learning becomes play
EDUKIDS LAND
WTN
GAMES

Elevator Pitch

Edukids Land is a minigame-driven adventure for kids aged 5 to 12, combining the charm of Toca Boca with the replayability of WarioWare. Each region of the island offers a unique set of fast-paced, intuitive challenges from math and colors to logic and creativity all guided by friendly mascots and zero text requirement. Built in Unity and designed for Nintendo Switch, Steam and Netflix Games.

EDUKIDS LAND

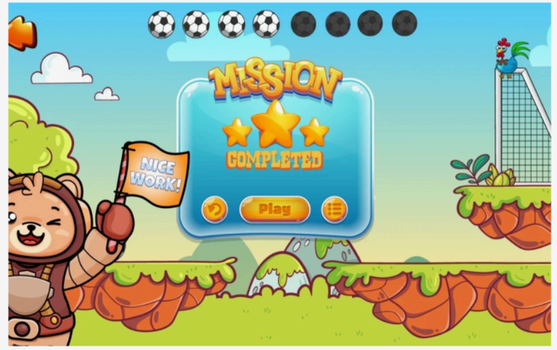
Plataforms:	PC (Steam), Consoles (Nintendo Switch) and Netflix Games
Genre:	Puzzle, Minigames, Educational Adventure
Engine:	Unity 3D
Release:	TBD (To Be Determined) – Targeting 2025
Modes:	Single Player
Length:	Designed for high replayability, with short yet intense runs (15-30 minutes per session)
Concept:	A magical island where each zone offers a different challenge painting, matching, numbers, words, environment, logic all wrapped in a cozy and colorful aesthetic. Kids play, have fun and develop skills without realizing they're learning.
Audience:	Children aged 5 - 12 Parents seeking safe and smart fun

Gameplay Loop

Choose an area on the island map Play a short and rewarding minigame (e.g., drag shapes, tap to react, match colors) Earn feedback and visual rewards (stickers, applause, mascot reactions) Unlock new areas or challenging levels Repeat with increasing variety and a slight difficulty curve—that's how it is at Edukids Land, an island full of activities and challenges that will entertain not only children, but the whole family.

What Makes It Unique?

- A stylized IP with transmedia potential (books, plushies, app extensions)
- Completely text-free ideal for pre-readers
- Original, vibrant and expressive 2D cartoon visuals
- Mixes education + fun with strong replay value
- Modular design supports future DLCs or themed expansions



Inspirations

WarioWare, Learn & Play Collection, Max & the Magic Marker, Dr. Panda, Mathasia

What Do We Need?

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

- Development funding (Estimated: $60,000);
- 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.

Production Timeline

Alpha with 3 playable minigames 1 month

1 month

2 month

Beta with 6 full minigames 2 months

QA, polish & localization 1 month

1 month

1 month

Porting & console tests 1 month

Total Time production

5 month

Edukids Land 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

About the Developer

Edukids Land is a project that began about five years ago. Initially, it was just a mobile project to help my daughter learn to read and write. After its mobile version impacted hundreds of families, we realized that Edukids Land could grow even further and impact even more families. I'm a full-stack game developer with over 15 years of industry experience, specializing in Unity. Throughout my career, I've worked on a variety of projects, from advergames to custom game development for studios and countless educational and corporate games.

Besides developing games, I'm also an instructor and creator of Unity development courses, two of which are among the best-selling in Latin America on Udemy, where I've trained over 55,000 students.

Support team

Certified Educators – The Edukids team includes teachers with degrees in Literature and Pedagogy, as well as experienced and active consultants in Educational Psychology. A designer specializing in 2D art for children.

Specialists in literacy and playful learning, working in schools and educational consulting.

Additional Information

- **Developed in Unity**, optimized for PC (Steam) with potential console ports.
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- **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.

We appreciate your time and consideration

"While everyone wants to teach, we chose to enchant. Edukids Land isnt just educational its the first game where kids ask to learn more."

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