

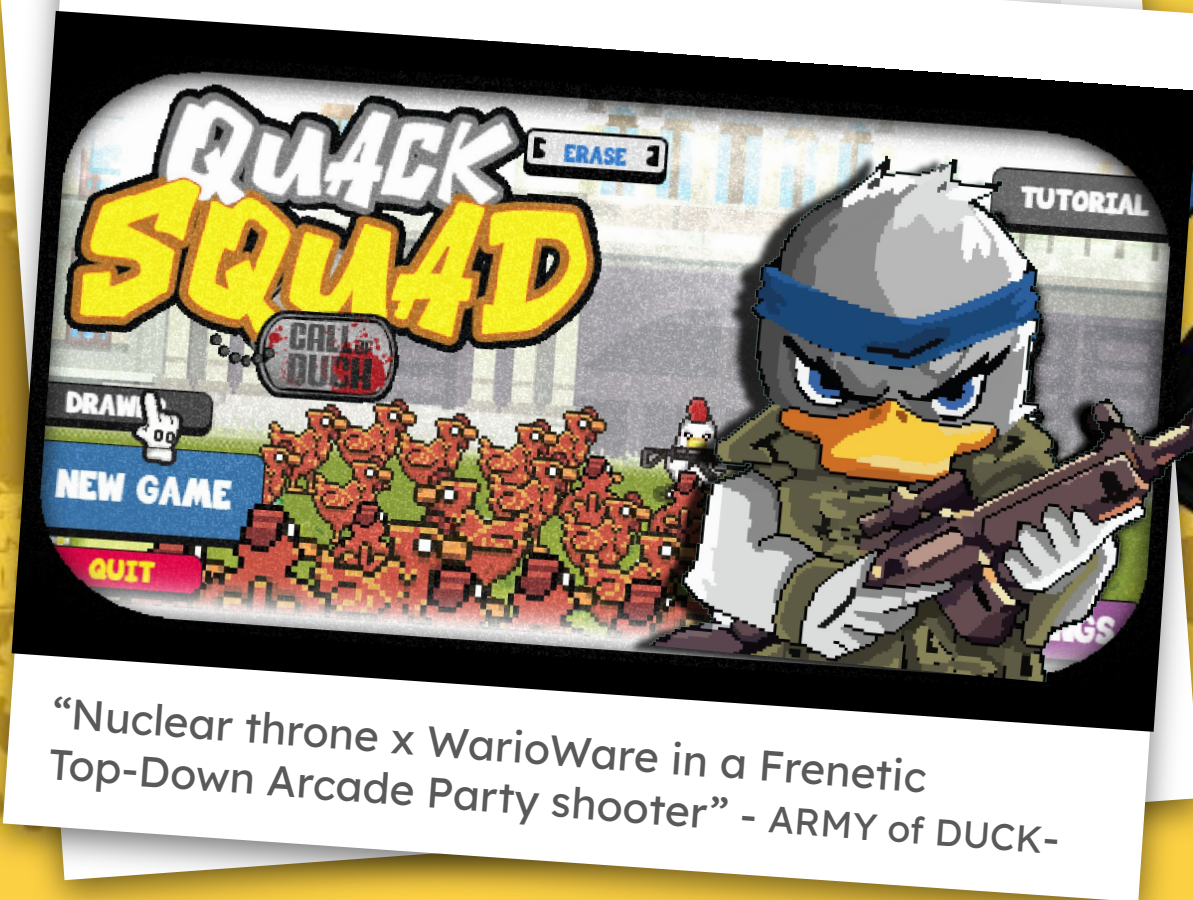
# QUACK SQUAD

CALL OF  
DUTY



BOXCUTTER  
GAME DEVELOPER STUDIO





“Nuclear throne x WarioWare in a Frenetic  
Top-Down Arcade Party shooter” - ARMY of DUCK-

# QUACK SQUAD

CALL OF  
DUCK

# WORLD PREMIERE

(WELL, ACTUALLY NOT, BUT YOU GET THE IDEA)







### **Mechanics:**

Frenetic top down action shooter with minigames and level up system like Vampire Survivor but in a Nuclear throne gun play. Every minigame give you an upgrade that can be used in your run.

### **Progression:**

Unlock new minigames, weapons, skills and costumes for Defeat all the bosses... With STYLE!

### **Entropy:**

A game that changes every 12 sec. But you can play through your owns terms and conditions. Reveal the mystery of the POUND.







In a magical pond with breathtaking views and crystal-clear water, birds live together in peace and harmony. (Only the smaller ones, since the bigger birds don't fit!) That is, until one day, an outsider bird named Nugget arrives with a warning: they must prepare to defend their land because he is coming back... General Quack. Fight to defend the pond, face off against all the bosses, and search for a way to escape the endless loop—because, when you start overthinking, even a simple game can reveal a story far deeper than it seems.



### **General QUACK:**

Hard Duck Hero. Born in the Pond, Die for the pond. Immune to the Rostizer, he can defend nugget until they can pick her and leave the area. Expert in all kind of weapons: Knives, Guns, Rifles, Pans, Chains, Pencil, Flower Everything it's a weapons in his Han... WINGS.



### **Sargent NUGGET:**

She has a really great fire power. She followed orders... Give weapons to Quack and defend the area until your last breath. She never leaves a mission Unfinished, She has better training than Quack, but she likes her rifle "Little Kennedy"





### **Target Audience:**

- Players that enjoy short playing sessions
- Retro Arcade fans
- Roguelite Fans
- Duck Fans
- Pixel art enthusiasts

### **Platforms:**

EPIC STORE - STEAM - MOBILE

### **Market Opportunity:**

A Game that mixes variety of gameplay and short runs that make you back time and time again, full of determination.







loading...



## ALPHA

T 1   T 2   T 3   T 4

PRE - PRODUCTION

PRODUCTION

Artworks, core design, gameplay design, gunplay, character design, mini games, complementary artwork, Bosses design, Narrative and loop game.

## BETA

M 1   M 2   M 3   M 4

Beta Testing and Quality Review

Expand core gameplay, gun design, calibrate gameplay, add more levels, gun, minigames, bosses.

## E.A [R]

W 1   W 2   W 3   W 4

Early Access Release

Finish Minigames

# 1.0

W 1   W 2   W 3   W 4

Every reales it's kinda imperfect so this period of time deployed the BEST PRODUCT We can delivery to the people who trust in the early access and the new player. A good game it's the game that know their players.

Final Release





Dev per/month (6)	\$ 18000.00
Marketing	I have no IDEA!, but it's expensive (\$\$\$)
Q.A (Testing)	\$ 3500.00
Fees & Licenses (IOS,Steam, etc.)	\$ 400.00
<b>Total</b>	<b>\$ 21,900.00</b>



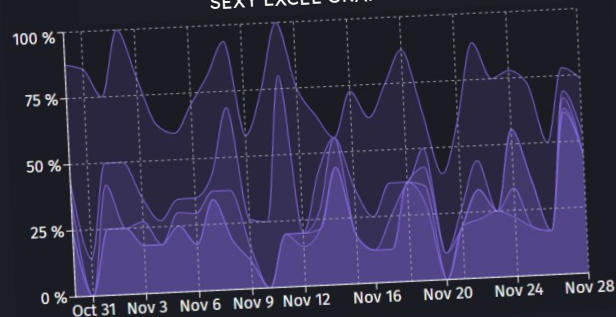
## PEOPLE REVIEW



je to mega dobrý lepší hru jsem neviděl

il est bien le jeu j'aime bien il est sympa

SEXY EXCEL GRAPHIC



The artwork in QuackSquad is fantastic, with vibrant visuals that really stand out. The controls are intuitive and easy to use, making the game accessible for players of all levels. I especially love the quirky concept of controlling a duck with a gun—it's unique and adds a fun, playful element to the gameplay. Overall, it's a fun and engaging game with a great balance of style and simplicity. Looking forward to seeing more updates or features!

Many games have a wonderful ability to inspire creativity and develop problem-solving skills. For instance, "The Legend of Zelda: Breath of the Wild" invites players to think critically and explore various strategies to tackle challenges, making the experience both enjoyable and intellectually stimulating. Beyond enhancing cognitive abilities, games also create a sense of community and friendship that transcends borders. Through cooperative multiplayer modes and shared adventures in online worlds, they bring together individuals from diverse backgrounds, fostering connections and camaraderie. Overall, games provide a delightful blend of fun, learning, and social interaction.

LOVE THE DUCKS! The gameplay is fun and what im looking for

...Angry in Russian



Твоя игра дно, непонятно нечего не делай игры больше, а то будешь чушпаном, и никто с тобой дружить не будет, всё пока мне не нужны заявки в дс от тебя,потом поймёшь почему и, да если сделаешь майнер, то я поставлю лайк на эту игру, а потом я его выкуплю за 500к понял





# OUR TEAM



# THANKS

You've got questions, I've got answers.



HAVE A NICE DAY

