



Pitch Deck

by Raspberry Jam

Intro

Rootin' Tootin' Lootin' & Shootin' (RTL&S) is a fusion of turn-based roguelikes and twin-stick shooters, combining the best of both into a unique experience. The game features turn-based bullet dodging and a wide variety of weapons with which to fight enemies.

My target audience is people who already play either roguelites or traditional roguelikes, as RTL&S aims to bridge the gap between these two genres.



Team

I am working alongside a small family team – this is our first time making a game. However, our experience in different areas makes us a well-rounded and balanced team.

William Bloor – Director

I am responsible for designing, programming and artwork for the game. I love maths, especially geometry, and have taught myself how to program from a young age.

John Bloor – Musician

John is an experienced graphic designer and printmaker who makes music using real and digital instrumentation.

Ruth Bloor – Tester

Ruth's experience as a teacher and desire to expand her knowledge and skills have meant that she is a great games tester and has pushed the game to its limits.

Timeline

2022-08-01 Start of development

2023-04-28 Initial demo releases

2024-01-31 Next Fest demo releases

Future

2024-04-12 Early Access release

2025 Full release

Before releasing in Early Access, a new area and 10 new enemies are planned. While in Early Access, I intend to update the game every one to two weeks.

Before full release, three additional areas are planned, along with passive items, online leaderboards and more.



Data

While this is my first game, I have already gathered a lot of data thanks to releasing demos. The following data is as of 2024-02-15.

On Newgrounds I have received 16,150 views, 3.85/5.00 stars, and featured on the front page for 15 days. Please let me know if you want information on the Steam data

What do I need?

I need some help marketing the game. With some help, RTL&S could be a big success, as shown by its performance on Newgrounds, but I have limited experience in this area.

I also would like some help with localising the game, but it isn't a high priority.

I do not require any funding.



Links

[Steam](#)

[Newgrounds](#)

[Itch.io](#)

[Official Website](#)

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