

# Eco Submarine



Pitch Presentation

Team Hannovaidjoh

Hannah Nicholson | Nova MacCourt | Aidan McCallion | Johann Fajardo

# Eco Submarine - Video



# Meet the team!



Hannah Nicholson

Lead Artist



Aidan McCallion

Technical Artist /  
3D Modeller



Nova MacCourt

Lead Programmer



Johann Fajardo

3D Environment





# What is our game about?



- Earn ranks and unlock upgrades!
- Discover local sea life!
- Repair coral reefs and habitats!
- Explore 4 unique levels!
- Earn money for conducting sustainable mining!
- Forage for and collect minerals of four different types!
- Collect floating trash and scrap metal!
- Avoid natural obstacles and dangers!
- Upgrade your submarine and get more tools!



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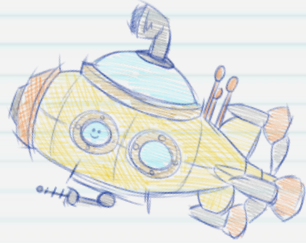




# Game Mechanics

## Submarine Tools

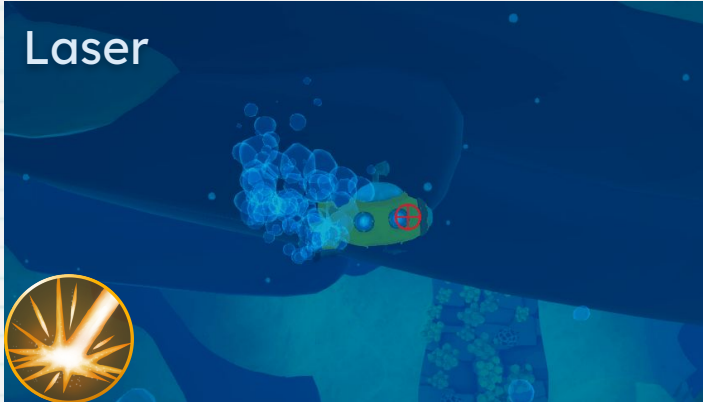
- Vacuum
- Magnet
- Laser



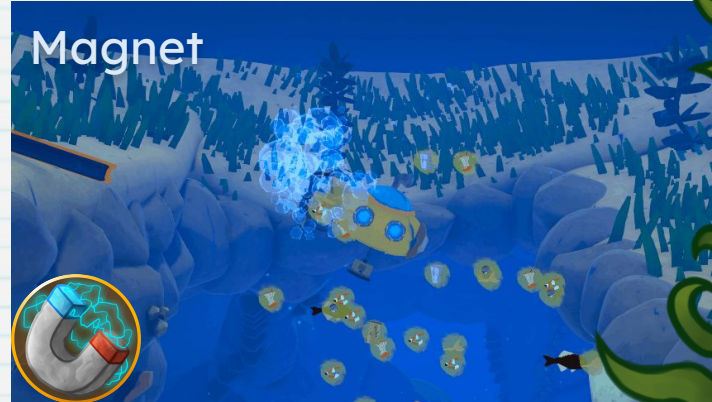
## Vacuum



## Laser



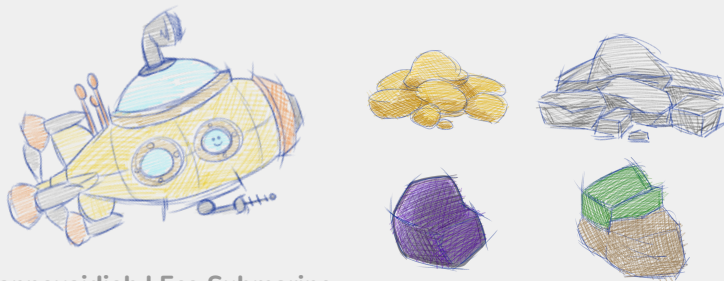
## Magnet



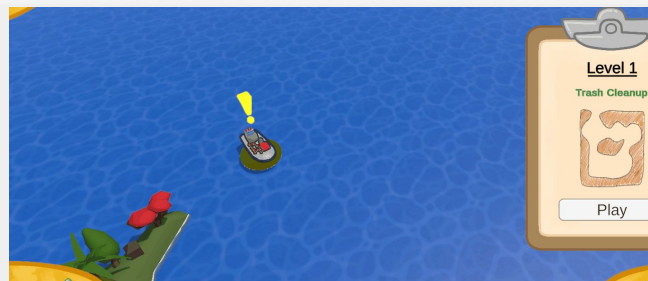
# Game Pillars

## Core Pillars

- Collect Minerals and Trash
- Explore hidden depths
- Learn about NZ sea-life
- Upgrade the submarine



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# Competitive Analysis

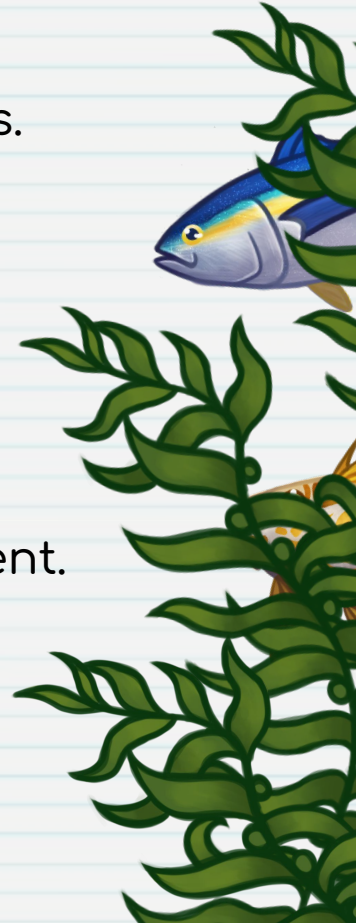


Primary Audience: Children aged 8-13 in New Zealand schools.

Unique Selling Points: Our game has a focus on ocean conservation, STEM-based learning, immersive learning, and a fun way to encourage environmental stewardship.

Competitive Edge: Combines engaging gameplay with rich practical knowledge, offering value beyond pure entertainment.

Market Gap: There is minimal competition in ocean-focused educational games targeting school-aged children.





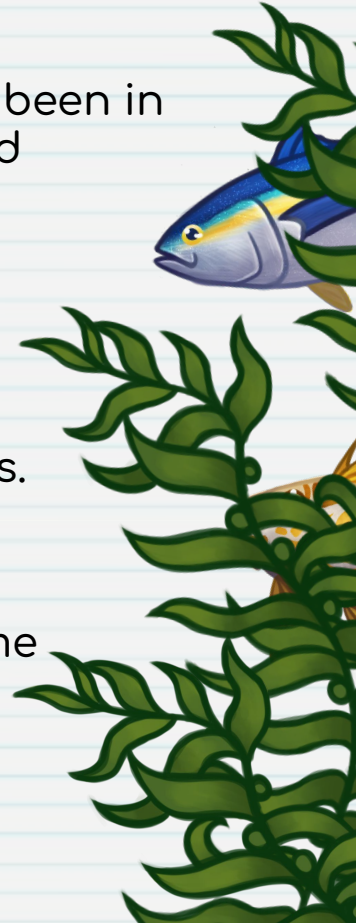
# Market Traction



- School Support: Since the beginnings of Eco Submarine, we have been in constant communication with a local primary school who is poised and ready to test our game from years 1-8, providing us with a rich opportunity to create a game that is well received.

- The Royal Society: We have worked side-by-side with a member from the Royal Society of New Zealand, to ensure the education material in our game is on target for the curriculum of the schools.

- Immersive Experience: Combining fun with learning has become the new way forward for education the world around, and our game takes this to a masterpiece level of immersing players in the role of cleaning up the oceans and learning about STEM, all the while providing a fun game New Zealand kids can get excited about.



# Future Goals



- Adding Quests (from sea animals) to make the game more engaging.
- Artefacts | Find lost historical and cultural artefacts.

- Integrating STEM - science, technology, engineering, and maths.
- Mini games, puzzles, and “easter egg” learning experiences.
- Ability to customise the submarine colour, shape, & accessories

- Many more levels for the players to explore.
- Many more New Zealand fish and other sea life.

- To provide a rich immersive educational experiences for primary school children throughout New Zealand.



# Next Steps



Immediate Needs: Funding and partnerships with educational institutions for beta testing and completion of the full game.

## Future Goals:

- Launch: Targeted release within 6-12 months.
- Expansion: Potential for expansion packs and DLCs covering different ecosystems and further educational content.

Call to Action: Support Eco Submarine in bringing environmental awareness and ocean conservation into New Zealand classrooms.

How you can Help: We are seeking partnerships and sponsors.





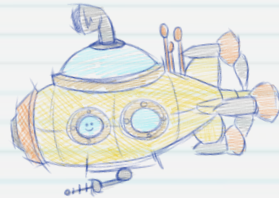
# Any Questions?



## Demo & Art Assets Available Now



Itch.io  
**Eco Submarine**



Art Station  
**Eco Submarine**

