

LORENCE HILL

THE HUNT FOR DESERT DIAMONDS



A High-Speed Arcade Platformer
by bit.studio.

EXECUTIVE SUMMARY

Key Facts:

Genre: 2D Action-Platformer.

Platforms: PC & Mobile (Android-ready).

Core USP: Unique weapon variety & global real-time ranking system.

Status: Completed & Available Now (20 levels fully playable)



GAMEPLAY & CORE LOOP

Core Mechanics:

Simple Input: Jump, Snatch, and Smash – perfectly optimized for "Pick-up-and-Play" on both PC and Mobile

Combat Variety: Choose your style – Frying Pan (Melee), Bow (Ranged), or the Classic Stomp. Every weapon changes how you tackle the 20 levels.

The Loop: Play Levels \boxtimes Collect Diamonds, Climb the Global Rankings. A seamless cycle designed for high replayability and competition.



"The Entry"

"The Action"

"The Reward"

MARKET & PLACEMENT

The Gap: We target the sweet spot between "Too Hard" (Hardcore) and "Too Simple" (Hyper-Casual). There is a high demand for accessible games that offer deep, competitive replayability.

Target Audience:

Primary: High-score hunters and speedrunners looking for a precision challenge. Secondary: Casual gamers seeking "snackable" 5-minute sessions that fit into a busy lifestyle.

Platform Focus: Tailored for Smartphones and the Steam Deck (optimized for portable, high-performance play).

Direct Sales: Currently sold and distributed directly via bitstudio.ch, utilizing our own license and backend infrastructure.



Gameplay Experience & Depth

Physics-Based Arcade Fun: Experience satisfying, weight-based combat. Every hit with the Frying Pan is designed to feel impactful, tactile, and rewarding.

High-Score Mastery: Collect rare score multipliers and trigger explosive screen effects. These mechanics aren't just visual—they are essential tools to boost your Global Ranking.

Discovery & Secrets: Beyond the speedrunning, the 20 levels offer depth. Explore secret paths and branching level sections to find rare treasures and hidden diamonds.



Explosive Combat



Rewarding Power-Ups



Hidden Secrets

STATUS QUO

Content: 20 Levels fully designed, balanced, and tested. The core experience is complete and ready for the global market.

Systems: Live real-time rankings, secure cloud save-games, and encrypted player profiles are fully implemented and operational.

Stability: Highly optimized Unity build, ensuring a constant 60 FPS on both PC and mobile devices for a fluid arcade experience.

Technical Proof: Production-ready builds for Windows & Android are available for immediate testing and evaluation.



ROADMAP & MARKETING

Timeline:

Q1 (Current): Market Entry. The 20-level core campaign is fully finalized and available exclusively at bitstudio.ch.


Q2: Growth & Visibility. Launch of "Streamer Leaderboard" marketing challenges to drive traffic and build a dedicated player base.

Q3: Scaling & Partnerships. Evaluation of potential expansion to Steam or Google Play, driven by interested strategic partners.

Marketing Strategy: "Competition Creates Community" — Our strategy focuses on driving visibility through high-stakes influencer contests and performance marketing, utilizing our custom global ranking resets to keep the competition intense.

Your Opportunity: The infrastructure is live. We are looking for partners who want to leverage this finished product and take it to a global audience across additional platforms.



A wooden signpost with two horizontal planks is set against a desert background. The top plank contains text about licensing, and the bottom plank contains a URL and contact information. The background features a sunset over a desert with various cacti and rock formations.

Note on Licensing: Since our system generates a unique, secure license for every user, please contact me directly for your personal activation key to access the full version and the global ranking system.

Call to Action: Test the Alpha build now at:

<https://bitstudio.ch/backstage> Access Code: devolver2026

Contact: contact@bitstudio.ch