

# BRAVEST WARRIORS



a Wii U and PC game produced by q-bit





# Q-BIT?

We are q-bit games – an indie studio located in Montreal. We're two devoted and sometimes awkward dudes that love video games and have a passion for making them. We're submitting everything we do to the FUN test: if it's not fun, it goes to hell. We're Nintendo approved developers, and are releasing our games without a publisher.

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## Claude Labonté – design, music

I am Claude, 50% of q-bit. I've been in the music industry for 3 years before realizing that music is better accompanied by games. I get inspired by everything and nothing. I do design, SFX, music, tons of sketches, but from time to time I just sit and watch Roméo work. So beautiful.

### People I'd sleep with to steal their power:

Bob Flynn, Steven Appleby, Dominique Ferland

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## Roméo Labonté – programming, music

I'm Roméo and I usually hit keyboards in quick, synchronized successions to create code. This code then turns into really cool games. I use all the tools at my disposal to get the most out of what we design. I also use computers to make music!

### People I'd sleep with to steal their power:

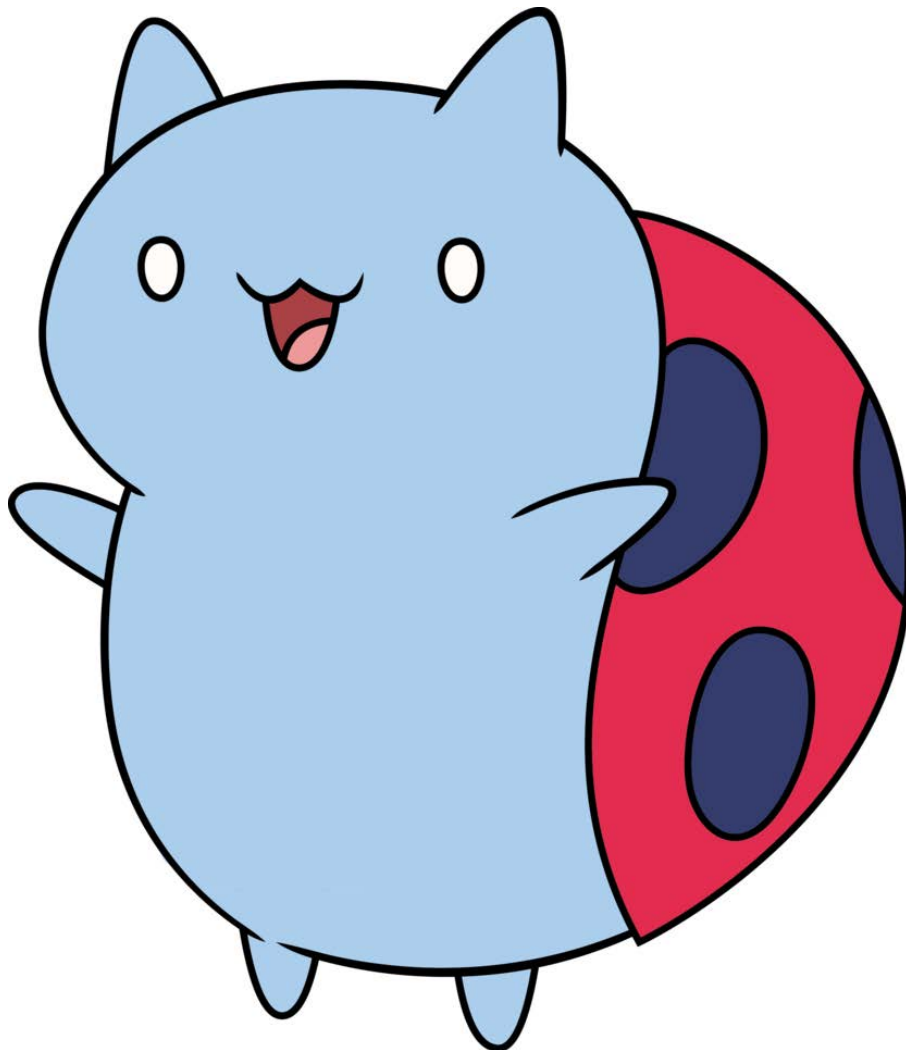
Phil Fish, Edmund McMillen and Tommy Refenes

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# ...SO WHAT DO YOU GUYS WANT ANYWAY?

Basically, q-bit would like to have intellectual property rights to develop a Bravest Warriors 2D (with occasional 3D) dungeon-based, non-linear platformer adventure game for Wii U and PC. You play as either of the Bravest Warriors, traveling through the milky way and a new galaxy to help people. You fight with melee and ranged weapons with the help of your sticker animal, jumping and jet-packing, with (or without!) your space suit on all sorts of planets.

We included a brief game design document to best describe our vision of the game.



# WHAT MAKES YOU THINK YOU ARE THE RIGHT PEOPLE FOR THIS GAME?

There are several reasons why we think we'd make a great Bravest Warriors game. We identified four of our mighty strengths relative to the development of the game.

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## MIGHTY STRENGTHS

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### 1. Nintendo developers

We built a good relationship with Nintendo: they're really helpful. While we can't go into details because of the NDA, we can at least say that they let us publish our game directly on the Nintendo e-shop and let us decide the price of the game. The Wii U is also a great platform to release platformers, and the Nintendo community loves to promote games coming to Wii U.

### 2. We deeply know (and love) Bravest Warriors

This ain't a mighty strength in general game development, but in this case we think it's imperative. Before reaching out to you, we made sure to deeply delve into the Bravest Warriors universe. We watched and read every publicly available material and documented everything to creatively stay true to the intellectual property.

### 3. We are indies

For us, making genuine entertainment is all about being independent because:

- We don't work with publishers so we can really put in the effort and time to make the game bloom.
- We're not aspiring to release a cash-in franchise video game, we're passionate about it being an entertaining and lovely experience.
- We can market it the way we want, generally take more risks and always be true to what we believe, and we believe in fun.
- We can select and create projects we know we're comfortable with and passionate about.
- We can also work in our underwear, which is the dream of everyone who works in an office.

### 4. Gameplay is more important than story

This may catch people off guard – but it's true for us. By putting gameplay in the front, we make sure that everything that comes after is based on something fun and solid. We don't think the story is non important, but we believe that the game should be enjoyable before anything else. This is true in every aspects of the game; is running around fun? Is the menu navigation amusing? Are the sounds nice to hear? Is it pleasant to be part of this story?

# HOW DO YOU PLAN ON MAKING SURE THE GAME IS SUCCESSFUL?



Pretty good question, friends. We understand you might be interested in how we're going to fund, market and sell the game, and taking into consideration our strengths, we have come with a solution: Kickstarter!

## **Crowdfunding would offer us funding and good marketing at the same time.**

Kickstarter has been a wonderful platform for indies like us, and with the popularity of Bravest Warriors, it has a great potential to be successful. Since our strengths are more toward game making, we are planning on getting help for the crowdfunding. We are looking at Breadpig, since we love their approach. The fact that Bravest Warriors represents well the indie spirit is also a plus in this project.

## **Having a kickstarter allows us to hire contractors.**

With everything that the project involves, the fact that a crowdfunding campaign takes place will give us more liberty in finding people to work with. We obviously can maintain a certain quality with a basic amount of money, but stretch goals could help us involve more creative and effective people in the project, including people that actually work on the Bravest Warriors show!

## **Involving people in the process makes better games.**

Since this is all crowdfunding and giving the people the game they want, they're also the best to tell us what they like and want as the game moves forward. We're not saying that the game will be ever-changing to the people's liking, but it helps us with the gameplay direction. We already gathered people's thoughts on games based on TV series and adventure platformers, but having direct feedback on the game that players are going to get is much better.



# LET'S PRETEND WE SAY YES – WHAT ARE YOU GOING TO DO? AND HOW?

Ok – first we're going to thank you a thousand times and deal with the details, the profit share, the dos and don'ts, the creative process, etc. We're also probably going to call our girlfriends.

We'll be dividing the work in two; in-house and contractors. In-house duty includes the overall design of everything featuring in the game, music, SFX and the overall programming. For the contractors, we'll make sure that the majority of the people involved is independent, to stay true to the project. They'll do graphics, animation and we'll probably be getting some help on the programming to ease the making of the game.

# WE UNDERSTAND, BUT THERE IS ONE THING.. WHY BRAVEST WARRIORS?

It's really hard to put this into words without sounding cliché, but we literally fell in love with the show's characters and universe. It talks to us. As game developers, as creators, when something strikes our hearts and imagination like Bravest Warriors did, we can't just ignore it.

It's also true that we can't just take a franchise we like and make a game from it. We need a vision, we need to feel the game before even writing a line of code or drawing a sketch, and this is what happened.

Also, Catbug.