



anti entropy
PRESENTS



REALTIME MULTIPLAYER
F2P MOBILE SOCIAL
ACTION & STRATEGY



HELL-BENT ON
SAVING THE
WORLD



WHILE STILL HAVING
FUN
REBUILDERS.CC



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GAMEPLAY

- Realtime Brawler
- Create, Design and Collect
- Save the Planet

We call it LEGO meets Clash of Clans meets Brawlstars
(no affiliation to any of them)

STORY

On a planet ridden by a cataclysmic climate change, survivors stay positive, set out to rebuild sustainably and work together to defend against a robot invasion and change the fate of humankind. Check out the teaser:



GAME

INITIAL CORE LOOP



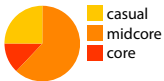
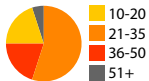
MONETIZATION



COMPETITIVE ADVANTAGE

WHY PLAY REBUILDERS?

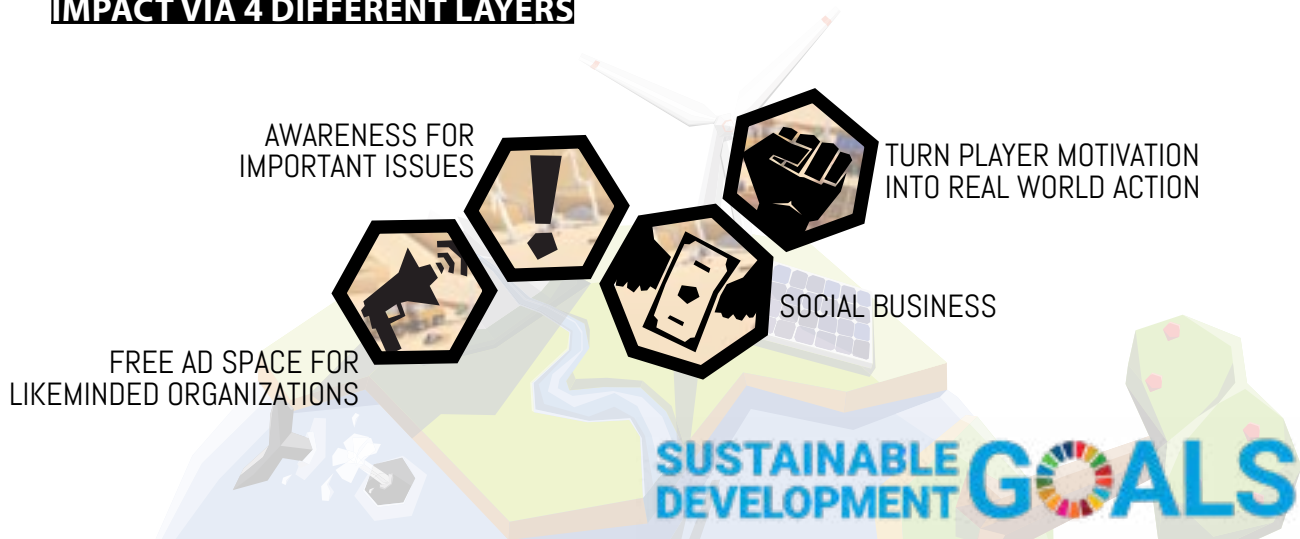
Players can invest lots of love into their creations which, combined with our purposeful meta-message aims to increase long term retention rate.



| | REBUILDERS | clash of clans | brawlstars | tanks a lot | war robots |
|--------------------------------------|------------|----------------|------------|-------------|------------|
| extreme personalization & creativity | ✓ | ~ | ~ | ~ | ~ |
| captivating variety in gameplay | ✓ | ✓ | ~ | ✓ | ~ |
| strong community feeling | ✓ | ✓ | ~ | ~ | ~ |
| feeling of doing good for the world | ✓ | ~ | ~ | ~ | ~ |
| simplistic & fun artstyle / low CPI | ✓ | ✓ | ✓ | ✓ | ~ |

MISSION

IMPACT VIA 4 DIFFERENT LAYERS



ROADMAP / META GAME

PRELIMINARY ONBOARDING

- tutorial
- intro sequence (transition between sequence and base not done)

BACKEND

- realtime PvP backend (unity/playfab/azure)
- accountmanagement
- account connection via email/fb/google

CHARACTERS & VEHICLES

- vehicle workshop
- character creator

PVP

- 3v3 gameplay test
- vehicle gameplay
- character gameplay test
- passive items
- active items
- matchmaking

LOOT / STORE

- end-of-round drops (items/credits)
- test store with random items

already playable

ONBOARDING

- intro overhaul
- tutorial overhaul
- rewards
- PvE „campaign“
- vehicle blueprint system (automatically build vehicles)

GAMEPLAY IMPROVEMENTS

- UI/UX
- gadget interaction
- character gameplay
- add game modes

LOOT MECHANICS

- ingame loot drops
- item packages
- premium currency
- item/character sharding
- store revamp

PROGRESSION

- more items
- even more items
- gameplay modes (PvP and PvE)
- ELO / ranking
- home base building

SOCIAL FEATURES

- friendslist
- guilds
- chat
- referral system
- ingame community & share mechanics

planned for softlaunch / in the works

COMMUNITY FEATURES

- vehicle voting
- contests & prizes
- real life community challenges (build vehicles)

ADDITIONAL RETENTION

- daily quests
- daily challenges
- etc...

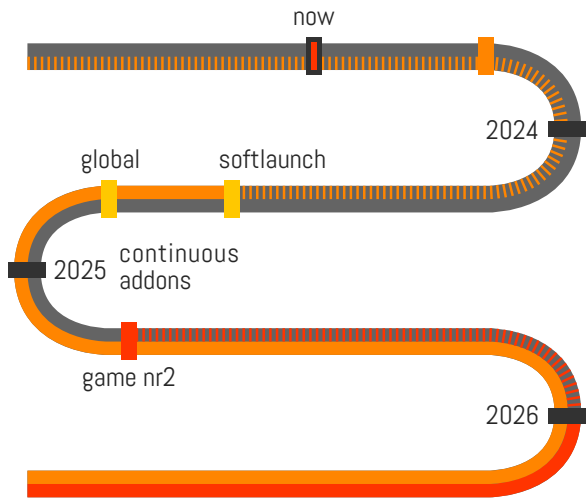
GAMEPLAY LOOP ADDITION

- passive scavenging hunts
- active scavenging hunts
- base building
- tower defense

LIVE OPS

- events
- addons
- competitions
- seasons
- real life events

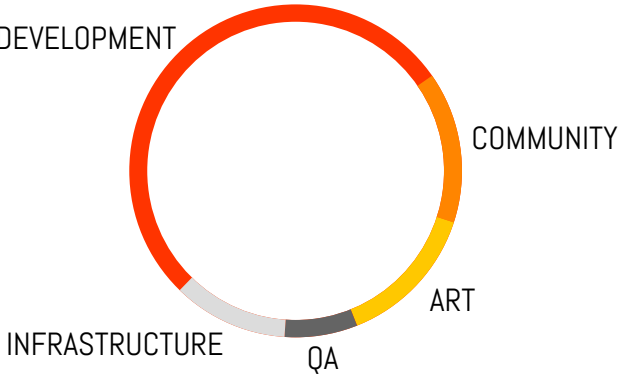
after start of softlaunch



WHAT WE SEEK

450.000€ until launch. Additional funds beyond launch dependent upon strategy.

DEVELOPMENT



TEAM

anti entropy 

- + an amazing team of devs
- + support in climate science and education

gerald@antientropy.games
team@rebuilders.cc

GERALD REITSCHMIED

CEO, Lead Designer

- Gamedesign, UI/UX
- Art
- Business Development

IT (Vienna Technical University), science enthusiast, 6+ years industry experience



FRANZ LANGTHALER

CTO, Lead Developer

- Development

National Economics (University of Economics), IT, Political Science (Vienna University), 5+ years industry experience



MICHAEL BENDA

COO

- Development
- Project Management

Also CEO of our partner company: Zeppelin Studio, 10+ years industry experience



OTHER GAMES

for (non-NDA) projects we've worked on you can check out: <https://zeppelinstudio.net>

also check out a fun old test game (click):

