



Fictional Client:

PixelForge Games – Indie Game Studio



Background:

PixelForge Games is a small indie studio based in the North of England.

They:

- 8-person team
 - specialise in narrative-driven indie games
 - have released 2 small titles on Steam
 - built a cult following of ~90,000 players across Discord + Steam community
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New Project:

They are launching their third game:

“SECOND SHIFT”

A narrative game about:

- working late-night jobs in a collapsing futuristic city
- balancing mental health, rent pressure, and survival
- decision-based storytelling (your choices affect relationships and outcomes)

This new game allows you to feel the stress of living in a dystopian city!

A new game developed by indie studio PixieForge Games allows you to live in a dystopian city, and it highlights the mental and physical toll living in such conditions can take!

The game is the developer's third, with them gaining a cult-following of over 90,000 players across Discord and Steam after their previous two titles gained considerable success for a small start up.

The game covers topics that are important in discussions around the world right now, such as mental health and rent pressure. Every choice you make in the game affects your relationships and outcomes, forcing you to think before taking another step.

Jane Doe, founder of PixieForge Games said;

“Not many games focus on culturally relevant issues, not just from your region, but nationwide, and, in some cases, globally. There might be some people genuinely living in these conditions somewhere in the world, and we just want them to feel heard.”

The game is set to release next week, and you can pre order it on steam, the App Store and Google Play.

The game is forecast to amass over 300,000 plays within the first few days.

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