
PLOTTRICK

WE MAKE GAME

GAME MOTTO

Unique

We do not intend to make mass-production games made in some factory. We would like to make a brand-new game that no one has never seen or played before.

Fun

The epitome of games is FUN. Only fun games work in the current market. We would like to make games that both users and developers can enjoy.

Popular

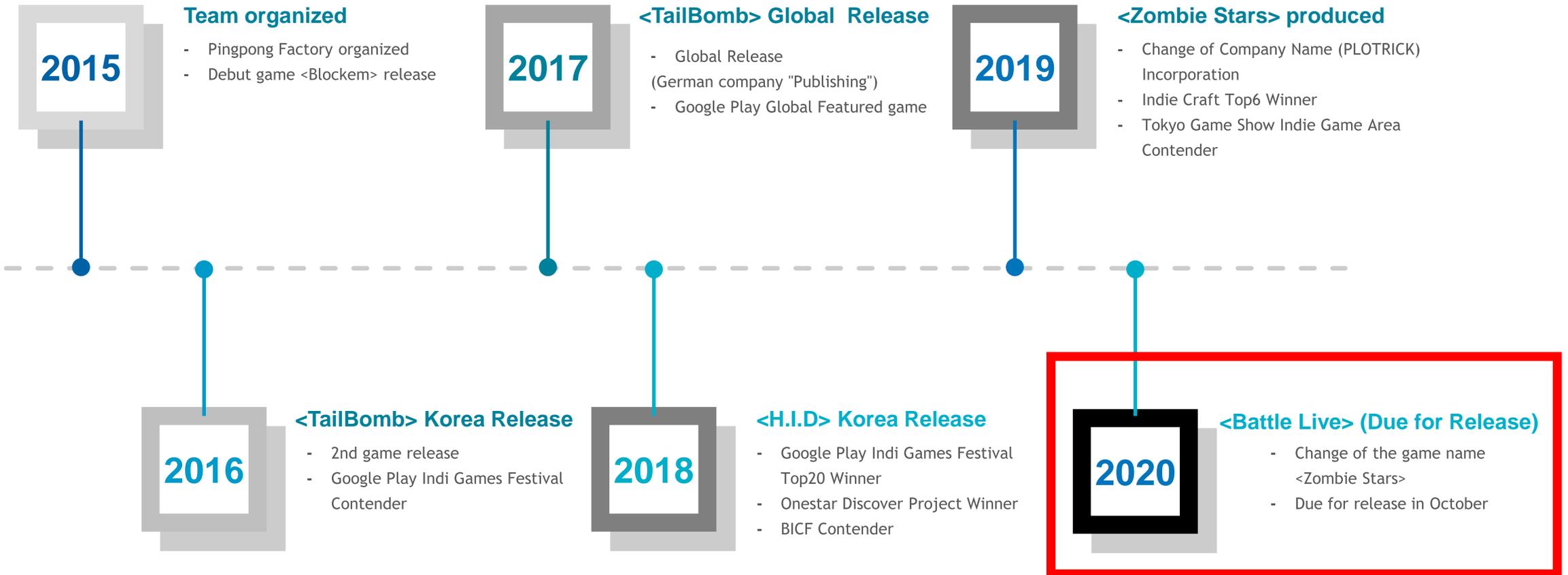
Even unique and fun games are meaningless if people cannot enjoy it. We would like to make games that more and more people love.



Says

“Popular but unique,
we make **PLOTRICK**'s own games”

HISTORY



ORGANIZATION

Chief PD Choi Gyeongbin

- Career: 8 yrs.
- Com2us, <Tiny Farm> main planning
- Pingpong Factory, PLOTRICK PD

Art

Director
Won
Byeongil

- Career: 15 yrs.
- Joycity, Devsisters, etc.
- <Free Style 2>, <Free Style Football>, <Gunship Battle VR>, <Battle of the Card Master(능력자X)>, etc.

Programming

Client
Junyeon
Myeonghun

- Career: 5 yrs.
- Pingpong Factory, PLOTRICK
- <Blockem>, <TailBomb>, <HID>, etc. 등
- Career: 7 yrs.
- Manacree, PLOTRICK
- <Tanking Heroes>, <Disease code 6C51(질병코드6C51)>, etc.

Business &
Planning

PM
Kim
Sangheon

- Career: 10 yrs
- Maxim, Com2us, Keukey(Startup)
- Multiple PM experience including content planning and startup business

GAME REFERENCE

<Blockem>

- Release: May 2015
- Game Developer: Pingpong Factory
- Genre: Casual Shooting
- Description: The voxel style casual shooting game that players attack monsters while being chased
- Point: Securing a fresh viewpoint by placing the camera in front of the escaping user, A play never gets boring with various patterns of monsters and items



GAME REFERENCE

<H.I.D(Hide In Darkness)>

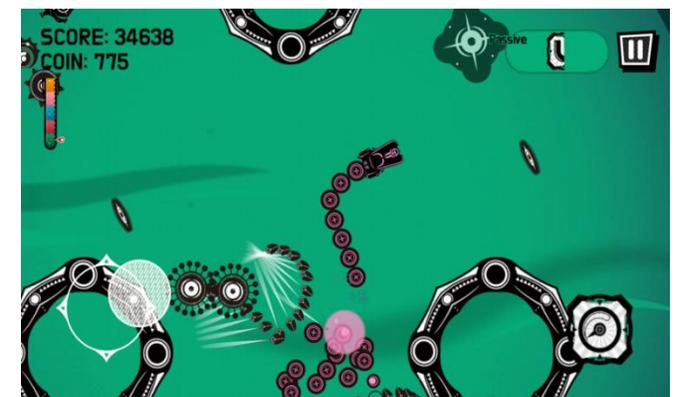
- Release: February 2018
- Game Developer: Pingpong Factory
- Genre: Casual Action
- Description: Men with a gun Vs. Blind zombies, Real-Time Asymmetrical PVP
- Point: Completely different ways of play between races due to different 'sight'. Maximized tension through a thrilling user-to-user battle of wits.



GAME REFERENCE

<TailBomb>, <JamesBomb>

- Release: March/September 2015
- Game Developer: Pingpong Factory
- Genre: Bullet Hell Shooting
- Description: Completely new type of bullet hell games that evades and attacks enemies at the same time using bombs whose ends are long like a tail.
- Point: Unique game quality that players not only avoid pouring bullets but also simultaneously perform evades and attacks. Received positive reviews from users for their unique play experiences and strategies.



GAME REFERENCE

<Zombi Stars>

- Release: Due for Release (-)
- Game Developer: PLOTRICK (Company name changed)
- Genre: Beat 'em up
- Description: A multiplayer game that enhances popularity while maintaining the core game quality of <H.I.D(Hide In Darkness)>
- Point: A beat 'em up PVP game played by up to 8 players at the same time. Securing fresh action quality with a unique concept of blind zombies.



GAME MARKET TREND

Extremely imbalanced Mobile Games

CONTROL? WHY? = "Control in Mobile games is meaningless. Manual control is only there to help."

Collectible RPG

- The genre whose goal is to collect characters (or cards) such as <Epic Seven><Brown Dust>
- The key element of the game is not the game quality itself but whether it can stimulate the desire to collect or not
- Deck configuration is more important than game control, only the well-timed game control is all users need to do

MMORPG

- MMORPG represented by <Lineage M>, The genre that especially Pay-to-Win(P2W) has become common
- Many one-hit quality mass production games for large payment users
- The genre where the game control has lost its meaning, Manual control is only there to assist

Clicker RPG

- A genre that requires minimized game controls such as <AFK Arena>, <The Prince Billy Bob>
- Preferred by users who have difficulty continuously playing mobile games (e.g., office workers)
- No need to control it manually, Managing it like a bonsai is enough

GAME MARKET TREND

Not necessarily True?

In casual multiplayer games! = “Auto control is the shortcut for defeat”

Familiar Control Method

- The game control familiar just like <Kartrider Rush> has established itself as delight in mobile games
- Another Advantage: Light game users have become accustomed to virtual pad control after the success of <Brawl Stars>

Real-time Multiplay

- In multiplayer games where users compete in real-time, control is the key factor that determines the victory or defeat
- Especially for casual games, rapid unfolding (short and bold!) and more detailed control are essential.

Short Play Time

- Relatively advantageous compared to the RPG genre: the rhythm of the game is faster and the one-time play time is shorter so users can enjoy the game over and over again
- Users can improve control skills and be immersed increasingly in the game through repeated plays

MULTI+INSTANT+CONTROL = ?



HUMAN VS ZOMBIE BATTLE LIVE



CONTACT

PLOTRICK



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- Date of Establishment: May, 2015
- Business Field: Mobile Game Production

THANK YOU

WE MAKE MOBILE GAME