

A stylized graphic featuring the text "Alaka BLAM!". The word "Alaka" is written in a pink, cursive script. "BLAM!" is in a bold, white, blocky font with a black outline. A purple hat with a white buckle is positioned above the "M". The background is a dark grey rectangle with a yellow and orange explosion effect behind the text. The overall image is set against a dark blue background with a blue and green geometric shape on the left side.

Alaka
BLAM!



Sixgill Studios

Sixgill Studios is a team of passionate developers creating brand-new (and ambitious) signature gaming experiences.



Sixgill Studios

Originally founded in 2014 in Seattle to make comic books, the studio changed its trajectory into the world of video games. With an end goal to become a multimedia entertainment organization, the studio is now pursuing its first big hit with *AlakaBLAM!* As well as other projects in early development.

What are you doing?

We are hard at work on *AlakaBlam!*

AlakaBlam! is our first “feature-length” game. If you’ve ever wanted to blast magic from your hands while running on walls, this (will be) the game for you. Inspired by classics such as Quake — and modern classics like Titanfall 2 — *AlakaBLAM!* merges fast, fun combat with a heavy focus on narrative. (Also finger guns.)





Quake and Titanfall? What does that even mean?

Weapon pickups

Weapon spawns are on the map. Ultimate attack pickups are dropped onto the arena by the king, who watches over the arenas for his own entertainment.

No loadouts. No builds. Players fight based on skill alone.



Where does Titanfall come in?

Movement

Wall run. Double jump. Slide. Utilize the terrain around to gain the advantage.


The gameplay is meant to be fast paced and chaotic.

That *is* how The King likes it, after all.



What are the different Gametypes that youre planning on releasing with?

We plan on launching with several different FPS staples - Deathmatch, TDM, zone control/king of the hill, CTF.



Are you guys going to do anything new or different?

Utilizing the silly nature of our game - we are wanting to incorporate a collectibles gametype - Similar to Kill Confirmed in Call Of Duty.

Eliminate an enemy player - collect their hat. Turn collected hats to a control zone.

But they're hats. They gotta go somewhere - so you stack them on your head. Players running around with large stacks of hats is exactly the image we want to see.

Highest score at time limit/score limit reached - winner!



Anything else?

There are still lots of unexplored ideas that will capitalize on the silly nature of our project.

We are still deep in the planning stages - we are all throwing out ideas to have fun with.

We want to ensure we are focused and do what we do well



Are there even characters?


Yes and no. We will have the king of course, and while initially we figured we would have some characters to choose – we believe in creating your own wizard. Put yourself in the arenas with spells and powers. Customize your look, show off what you've earned!



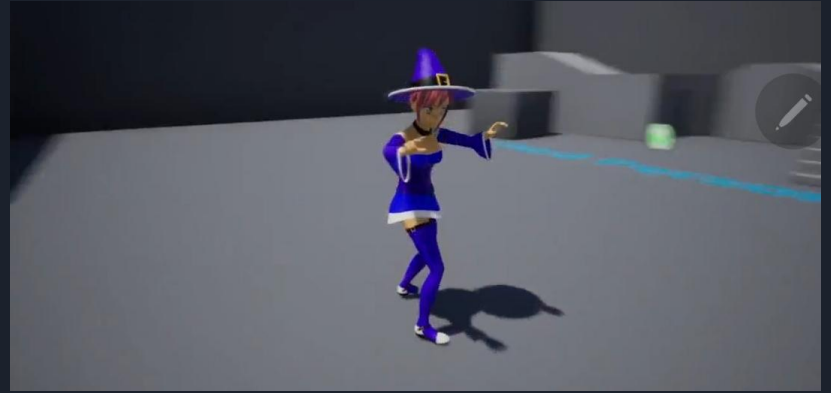
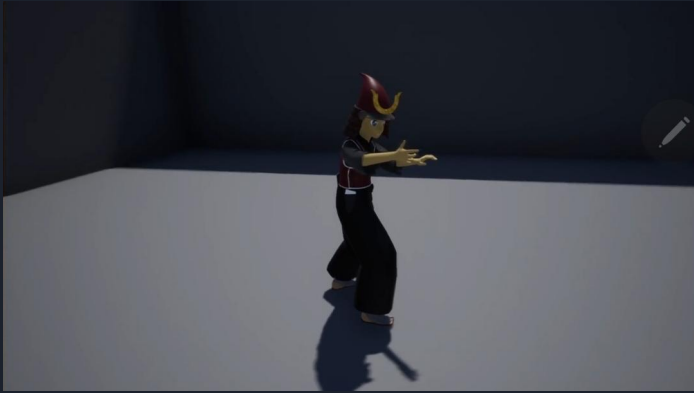
Character customization? Can't that rub people the wrong way?

Of course it can, but as long as remember our mission statement.
Ethical monetization only.

We plan on selling for 20 dollars. All cosmetics will be earned by
working towards in game goals and achievements



However, Tess and Yoju are going to be our 2 main playable characters for pre/alpha builds, until we solidify the character customization page






How customizable will the player's avatar be?

Very. Hats, Hair, facial features, robes, shirts, pants, boots, rings, bracelets.

We want to ensure that everyone's aesthetic is attainable!




How is this game even getting made? And who are you making it for???

Early development is happening in Unreal Engine 4.26, with further development planned in Unreal 5.*

We are going for an ESRB rating of T, or a PEGI 12 rating. Yeah, its shooting people, but we don't have any guns. Just hands.

We are also avoiding blood, guts, cursing, sexual content. This game is silly - and we prefer if kids can play.



Should you even make this game?


Yes. 100%

While there are only anecdotal bits of evidence through online platforms like Youtube and Tiktok, what is being said by gamers is that they are tired of spending money on things that aren't even remotely worth it.

Battle passes

Season passes

Paying for the color blue.



But how else do you get those really cool cosmetics?!

For unlocks - We are planning on a merit based unlock system.

Do cool thing = unlock cool skin

Harder thing = cooler skin.

OH NO WATCH OUT HE HAS [SKIN]!!!
HE MUST BE REALLY GOOD!

Remember Halo 3?



Let's talk money.

ONE MILLION DOLLARS



Let's talk money.

ONE MILLION DOLLARS

Holiday 2025

Roughly 18 months (june 2024 as or writing)

3 months pre production

- Software/hardware acquisition

- 2d level planning

- 2d/3d character concept and design

11 months production

- Level building

- 3d asset production

 - Characters/environments

- Voice acting/sound/music

- Playtest

4 months post production

- Game trailers

- Media outlets/influencers

- 3rd party marketing

- Open and closed Beta tests

	A	B
1	Digital Artists (Concept: General)	57000
2	Digital Artists (Concept: Character)	50000
3	Digital Artists 3d modeller	70000
4	Digital Artists 3d modeller	70000
5	Producer	80000
6	Project Lead	100000
7	Sound Design	60000
8	Software Engineer (UE Programming)	60000
9	UI designer	50000
10	personnel total	597000

(this number is over 18 months, not a per year figure)

The goal is to fill the project full of people who know what they're doing!



You said 1 million with a picture of doctor evil. But that last slide had a lot less.

1 million will cover most of unforeseen costs.


What if we need someone to do a lot more work?

What if we need to bring on one or two more to help with the workload?

What if someone's setup dies?

Not to mention, going to trade shows here in the PNW - like Emerald City Comicon, Pax West (2025)

(750k is something we can work with, but we will have a lot less flexibility. Let's talk.)



What about market research? Do you know your audience?



YES! Our most in depth market research was done at Geekfest West 2024 in Everett, Washington. The groups of people that most enjoyed the game were younger kids, 13-24 year olds, and 24-30 year olds who are sick of the same old formulas in modern gaming. Most everyone's experience was overwhelmingly positive.



So, can I check out some gameplay?

This literally sounds like the best thing I have ever heard in my entire life.

Youtube video [here!](#)
The gameplay here
is a bit dated - But
you get the idea.






That looks pretty fun - How can I play it?

You can download the game as seen in the YT video [here!](#) (it's a .zip file from google drive)

You must be signed into steam to play*



Where can I find more information about you and your studio?

www.sixgillstudios.com

Tiktok - @sixgill.studios

X (ugh its twitter)

@sixgillstudios

Email

sixgillstudios@gmail.com



Thank you!