



Interactive Strategy Game with Real-Time Viewer Influence

"Harness the power of the audience to change the tide of war!"

**PREPARED BY MARK HONNIBAL**



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# GAME CONCEPT



Infini War is a strategic, interactive game where viewers influence battles through real-time voting and commands via Twitch.

# UNIQUE SELLING POINT

Players control their favorite teams by casting votes, spawning warriors, and even triggering game-changing spells in real-time.



# PROBLEM



Many games lack real-time interaction between viewers and the game's outcome, creating a passive viewing experience.

# SOLUTION



Infini War leverages Twitch integration to allow viewers to actively participate in gameplay, making each match unique and engaging.

## CORE MECHANICS

Real-time voting to influence battles, Twitch command integration, random dice rolls determining events, and point-based victories.



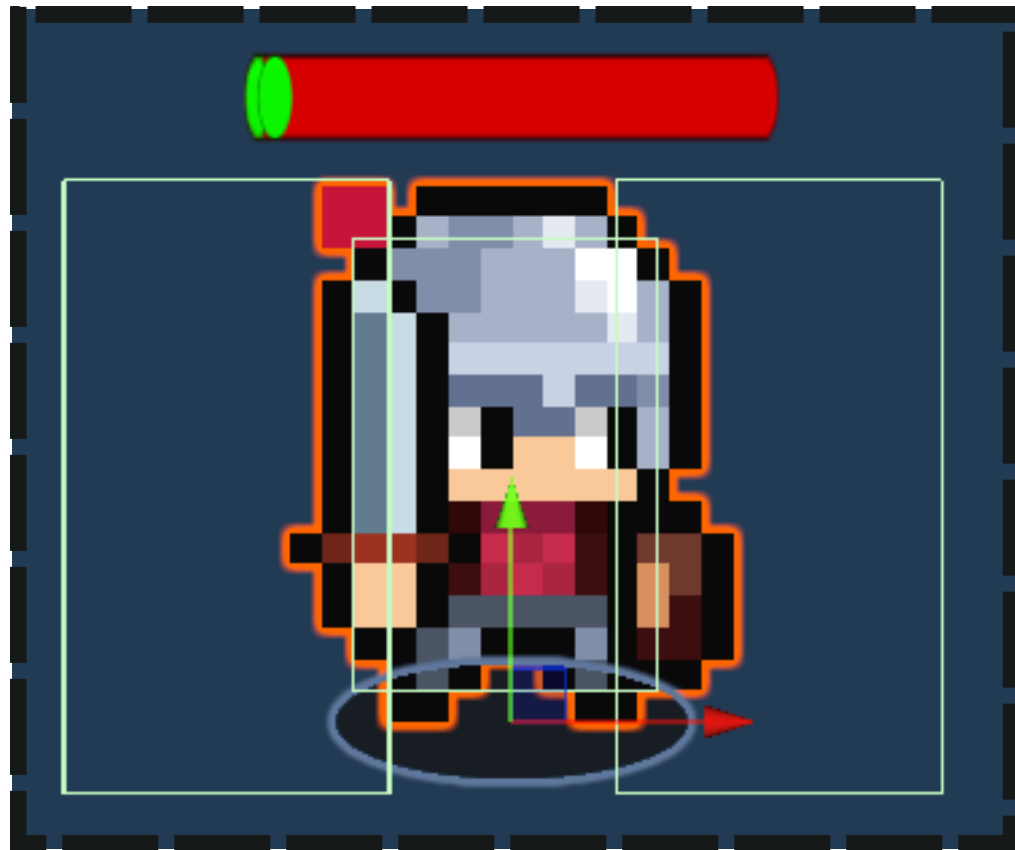
## GAME LOOP:



Dice(RNG) spawn warriors and they attempt to Stand on the hill; teams battle for control of the hill to earn points.

## UNIQUE INTERACTIONS:

Random number generation (RNG) events triggered by viewer commands; Twitch vote pokies to unleash powerful spells.



## TARGET AUDIENCE

Casual gamers, Twitch streamers, and strategy enthusiasts.

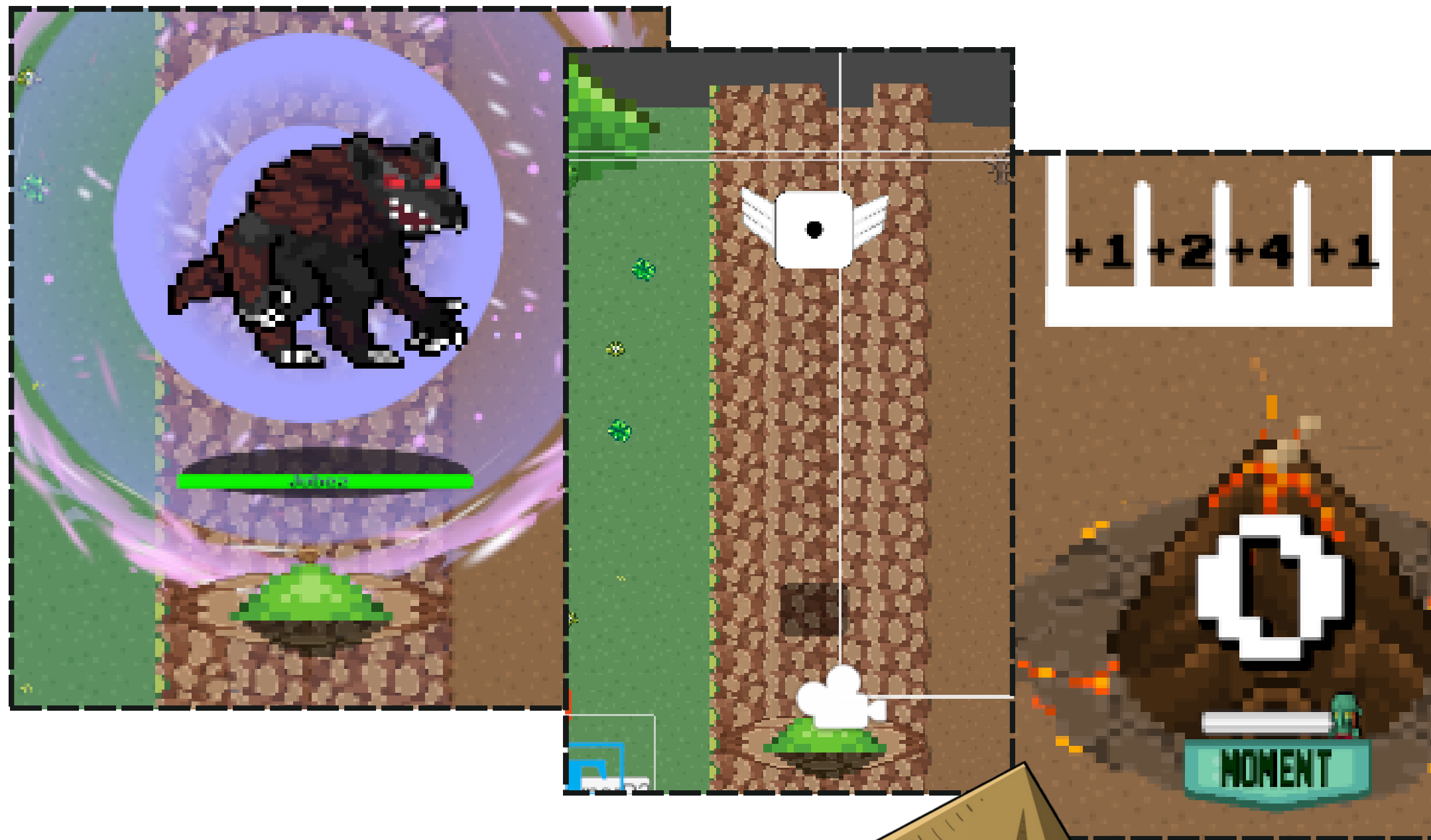
With the right units we could draw in all walks of life. Who does like a good theoretical visual battle.



## MARKET SIZE



The interactive streaming market is growing, with Twitch users engaging more with games that incorporate real-time interaction.



## DEVELOPMENT STAGE

Currently in production with the initial mechanics and Twitch integration in place.



## DEVELOPMENT HISTORY:

Created in my free time while balancing full-time work and university commitments.

## MILESTONES ACHIEVED:

Functional Twitch integration and core gameplay loop.

# SOLO DEVELOPER AND PRODUCER

Mark Honnibal



## SKILLS:

Unity coding, 3D and 2D animation, market analytics, and production scheduling.

## EXPERIENCE:

Over five years of self-taught game development, producer credits on multiple titles such as ChibiclubTD and Jumpytime.

# 2024 ROADMAP

**Q1 2024: FINALIZE GAMEPLAY MECHANICS AND IMPROVE TWITCH INTEGRATION.**

**Q2 2024: BETA TESTING WITH TWITCH COMMUNITIES.**

**Q3 2024: POLISH GAMEPLAY AND IMPLEMENT FEEDBACK.**

**Q4 2024: FULL LAUNCH ON TWITCH AND OTHER STREAMING PLATFORMS.**

**Q1 2025: GRAPHICAL UPDATE**



# **FUNDING & SUPPORT**

**CURRENT STATUS: SELF-FUNDED.**

**WHAT WE NEED: ADDITIONAL FUNDING FOR MARKETING, USER TESTING, AND PROFESSIONAL UI/UX DESIGN.**

**CROWDFUNDING OR PRIVATE INVESTMENT**



## **CALL TO ACTION**

**HELP BRING INFINI  
WAR: KING OF THE  
HILL TO LIFE!**

**CONTACT ME  
DIRECTLY TO  
DISCUSS  
INVESTMENT  
OPPORTUNITIES**