



CHUM vs. PATTY

GREASE, GLORY, AND...
A WHOLE LOT OF TARTAR.



SpongeBob® is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.





SpongeBob
SQUAREPANTS

TiTaN'S
OF THE
TiDE

From the
Directors
(GAME/ART)
of:

nicksodeon
SPONGEBOB
SQUAREPANTS

TiTaN'S
OF THE
TiDE

OFFICIAL TRAILER



SpongeBob
SQUAREPANTS
The
COSMIC SHAKE

From the
Director
of:

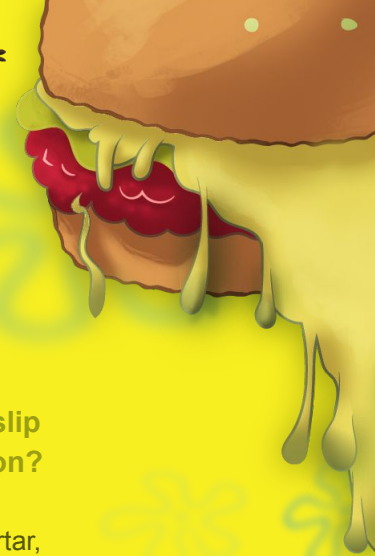
nickelodeon

SpongeBob
SQUAREPANTS

The
COSMIC SHAKE

CHUM vs. PATTY

GREASE, GLORY, AND A WHOLE LOT OF TARTAR



Title: **Chum vs. Patty**
Genre: **Wild Card, Team vs Team**
Players: **Max 10 (5v5)**
Play time: 5-10 min

Are you ready kids?



- Break down enemy defenses
- Steal the prize from their base
- Deliver it safely to your own

Will you pledge loyalty to Mr. Krabs, or slip over to the dark, sneaky side of Plankton?

Armed with squirts of mayo and blasts of tartar, your mission is simple: smash through enemy defenses and snatch their tasty treasures!

Your skills and your antics will decide which restaurant rules the seas... and which one's business goes belly-up!



SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Why? U.S.P

THE SECRET RECIPE TO NON STOP LAUGHS!

**A GAMEPLAY LOOP AS SIMPLE AS FLIPPING
PATTIES, YET EXPANDABLE LIKE BIKINI BOTTOM!**

MOBILE FRIENDLY GAMEPLAY

**PLAYERS WILL INSTANTLY FEEL AT HOME WITH
THE SPONGEBOB COMEDY**

**FROM THE WACKY MASTERMINDS BEHIND THE
COSMIC SHAKE AND TITANS OF THE TIDE!**

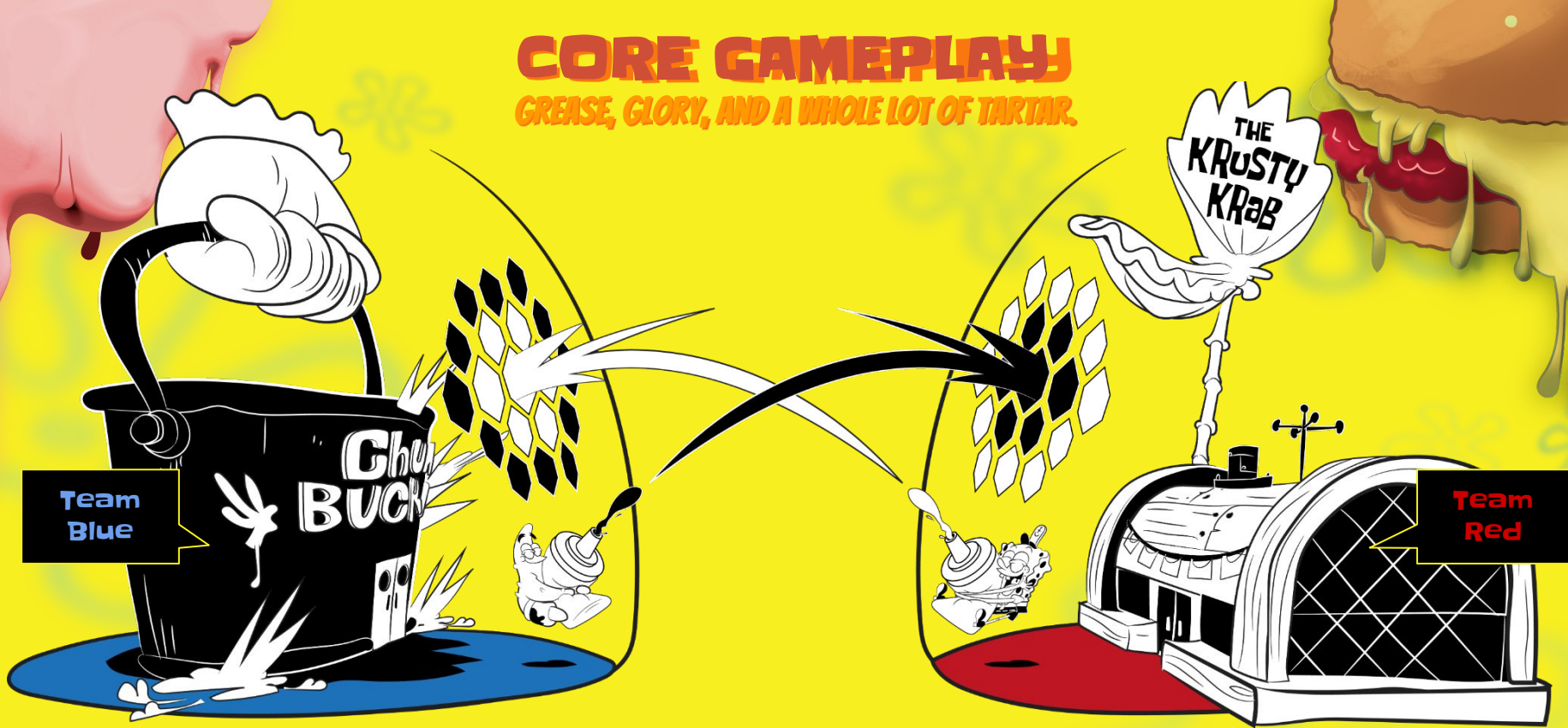


SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



CORE GAMEPLAY

GREASE, GLORY, AND A WHOLE LOT OF TARTAR.



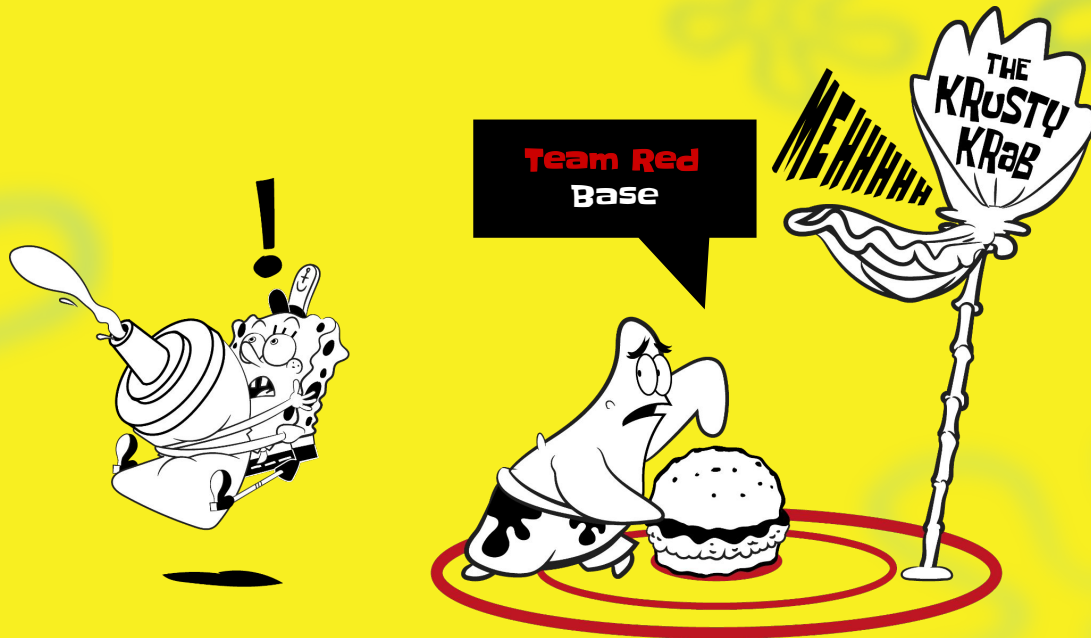
1) Fire the cannons to break through enemy defenses!

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



CORE GAMEPLAY

GREASE, GLORY, AND A WHOLE LOT OF TARTAR.



2) Steal the enemy's food...

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



CORE GAMEPLAY

GREASE, GLORY, AND A WHOLE LOT OF TARTAR.

Team Blue
Base



3) Deliver it safely to your base!!!

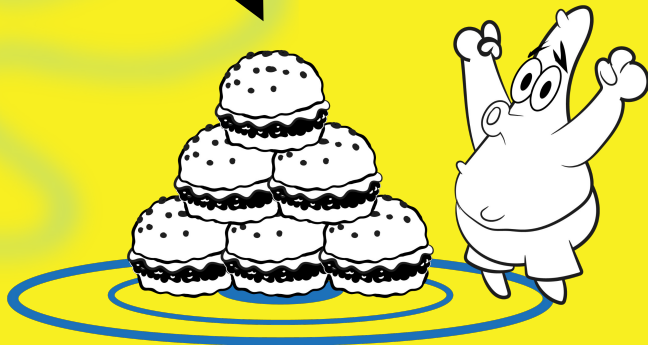
SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



CORE GAMEPLAY

GREASE, GLORY, AND A WHOLE LOT OF TARTAR.

Team Blue
WINS



Team Red
LOSES



4) The team that stores more food wins!

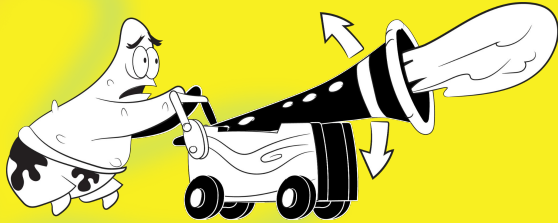
SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



GAME MECHANICS

CANNONS!

The “cannon” is the only weapon in the game.



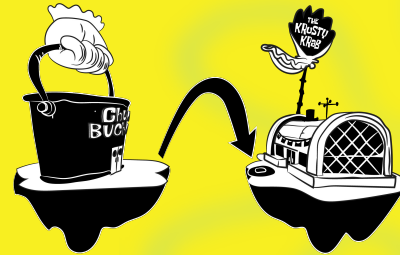
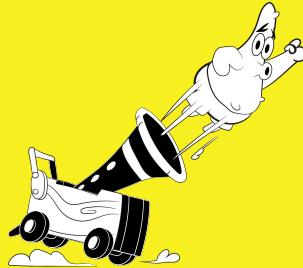
Players can fire cannons to:



A) Blast other players;



B) Break enemy defenses.



Players can also launch themselves from cannons to reach the enemy base!

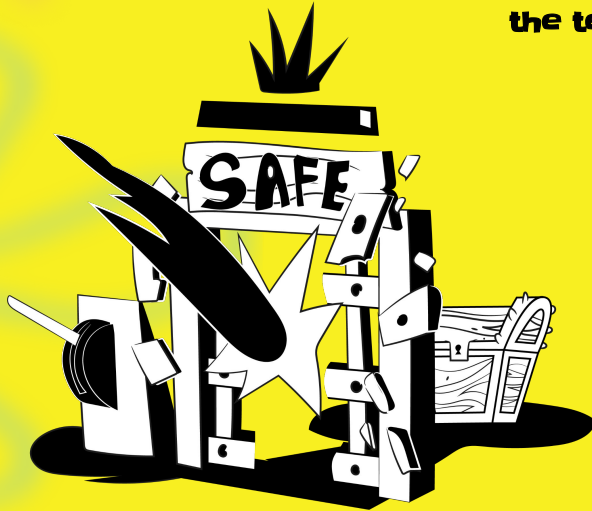
SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



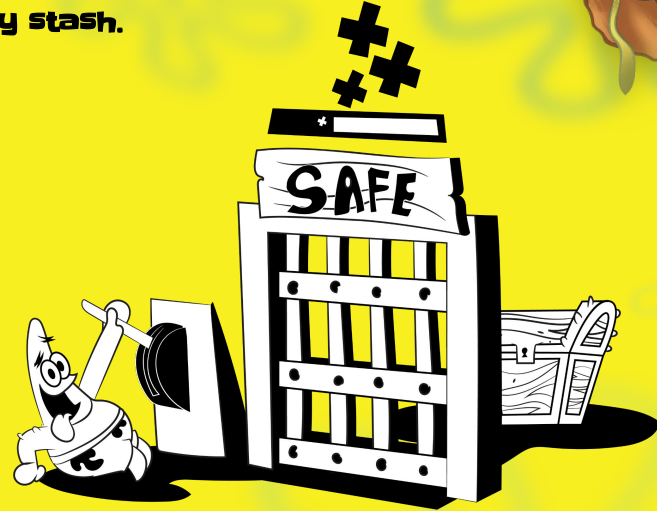
GAME MECHANICS

MANAGE YOUR BASE!

The Safe is a storage spot that holds the team's patty stash.



Safes are sealed and cannot be opened until they are breached by cannons



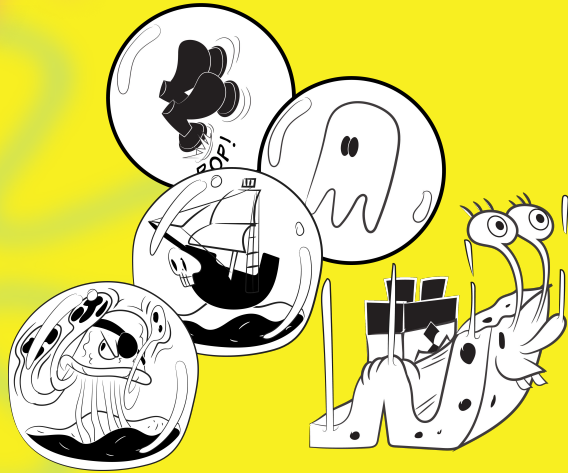
Players can repair their Safe to prevent enemies from stealing their patties.

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.

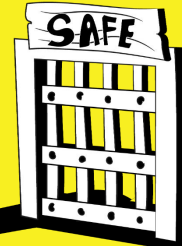


GAME MECHANICS

THERE'S ALWAYS ROOM FOR IMPROVEMENT!



500\$



Upgrade your base and stock up on consumables!

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.





Endless Expandability

ONE WILD IDEA LEADS TO ANOTHER!

**FROM GREEK MYTHS TO PIRATES TO
VIKINGS TO GHOSTS...**

**THESE ARE ONLY A TASTE OF THE CRAZY
VARIATIONS THE SPONGEBOB UNIVERSE
HAS TO OFFER!**

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



RETAIN & REWARD

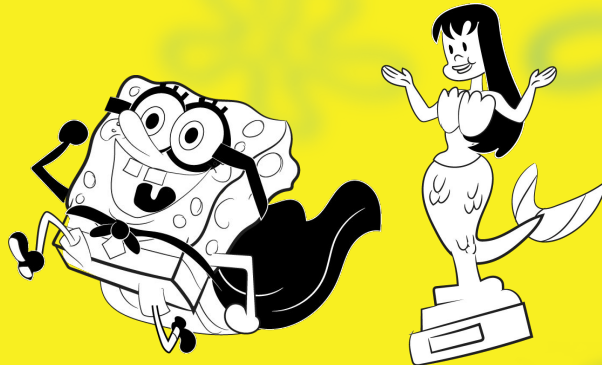
GREASE, GLORY, AND A WHOLE LOT OF TARTAR.

FORTNITE XP!

**DAILY REWARDS: GAME CURRENCY, POWER-UPS,
AND FANCY COSMETICS!**

**WEEKLY REWARDS: EXTRA-FANCY SUPER
POWER-UPS!**

Want to know more?
Check out our [Game Design Document](#) for all
the juicy details!



SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



HUMOR

RESPECT THE AUTHOR! (OR FACE A THOUSAND ANGRY ANCHOVIES!)



SpongeBob's humor thrives on everyday absurdity, wordplay, surreal gags, and over-the-top characters. When applied to Fortnite's gameplay, this means embracing chaotic contrasts (like cuteness versus gross-out, or an ice-cream hangover after victory), ensuring the spirit of the IP's comedy shines through.

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Prototype video

GREASE, GLORY, AND A WHOLE LOT OF TARTAR.



SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Budget Breakdown

MONEY, MONEY, MONEY!



175k **Islands Released:** Bug fixing, Polishing, Balancing, Release support, Marketing asset support.

150k **Release Ready:** Bug fixing, Polishing, Balancing, Island Storefront, Player retention features.

110k **Alpha:** Code setup, Set dressing, Lighting, Gameplay iteration, User testing.

65k **First playable:** Organization, Gameplay Blockout, Art blockout.

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



RoadMap

WHEN, HOW, WHY!

Sept 26, 2025
Projects signed

Oct 16, 2025
First playable

Nov 20, 2025
Alpha

Dec 9, 2025
Release Ready

Dec 20, 2025
Islands Released

Organization
Code
Gameplay Blockout
Art blockout

Code
Set dressing
Lighting
Gameplay iteration
Pre Alpha feedback

Gameplay Tests
Bug fixing
Polishing
Balancing
Island Store front
Player retention setup

Gameplay Tests
Bug fixing
Polishing
Balancing

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Tech

X+1=SOMETHING!

Platform

Project is build using Unreal Editor for Fortnite (UEFN) primarily targeting mobile platforms. The project leverages Fortnite's mobile-optimized rendering pipeline and input systems for cross-platform compatibility.

&

Engine

Core

Project is developed using a combination of built-in Devices and custom Verse code, including, but not limited to players and loot spawning, progression tracking, daily rewards (using Verse's Persistable Data Structures), etc.

Systems

Mobile-First

All game features are optimized with mobile-first approach in mind, aiming to deliver smooth and enjoyable experience across different devices.



FORTNITE



SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Who are we?

THE TEAM OF CHUM VS. PATTY



Gaetano Leonardi, Art Director of SpongeBob - Titans of the Tide (Nickelodeon/THQ Nordic), is a creative with 20+ years in games and film/TV across art direction, pitch writing, project development, and character design, and the author of the indie hit Still There.





Adam Khoury, Game Director of SpongeBob: The Cosmic Shake and Titans of the Tide (Nickelodeon / THQ Nordic), with 15+ years of experience in game design and production. Specializing in IP-driven adventure games, including the LEGO franchise.

Who are we? THE TEAM OF CHUM VS. PATTY





David Zulic, Software Engineer with 10+ years of experience working in game development, including multiple years as a team lead. Worked on titles across different platforms, as well as custom hardware. Primarily focused on fast-paced/action-oriented multiplayer titles.

Who are we? THE TEAM OF CHUM VS. PATTY



MisBITS

SECTED
RYALS

DEADSIDE

Q&A

DO YOU HAVE ANY DOUBT? NO!

What is your high level concept? Provide details about how your concept fits within your chosen category.

Chum vs Patty is a wild-card, player-versus-player capture-the-flag game with breach-defense mechanics, where players fire mayo and tartar cannons to break into enemy bases, steal patties or chum, and return them while managing repairs, power-ups, and base defenses.

What aspects of your concept create a mobile-friendly experience?

The game is designed for mobile with a simple, easy-to-read UI, a short and accessible gameplay loop on small maps with fewer players, requiring minimal input and allowing quick drop-in/drop-out sessions.

What is your strategy for implementing the SpongeBob IP?

Our strategy is to blend SpongeBob's signature humor and visual style with classic Fortnite mechanics, creating an island that feels like the SpongeBob universe has seamlessly merged with the familiar world of Fortnite.



Q&A

DO YOU HAVE ANY DOUBT? NO!

Provide relevant examples of past projects that demonstrate your ability to execute your build.

We have directed and delivered titles such as [SpongeBob: The Cosmic Shake](#) and [SpongeBob: Titans of the Tide](#), and have also created a small demo of this mode, which is available to watch in the pitch video.

Provide a budget breakdown for your submission.

Our budget breakdown allocates \$65k for the first playable (organization, gameplay and art blockouts), \$110k for alpha (code setup, set dressing, lighting, iteration, and user testing), \$150k for release-ready (bug fixing, polish, balancing, storefront, and retention features), and \$175k for final island releases (bug fixing, polish, balancing, release and marketing support).

Provide a development timeline that matches our established milestones.

Our timeline delivers the first playable (organization, code, gameplay and art blockouts) by Oct 16, 2025, the Alpha (set dressing, lighting, iteration, pre-alpha feedback) by Nov 20, 2025, the Release Ready build (tests, bug fixing, polish, balancing, storefront, retention setup) by Dec 9, 2025, and the final Islands Released (tests, bug fixing, polish, balancing) by Dec 20, 2025.



Q&A

DO YOU HAVE ANY DOUBT? NO!

Provide a high-level technical document for your island concept detailing how you'll build it.

We'll build the island in UEFN with all game logic (scoring, rules, timers, data persistence) implemented using combination of built-in Devices, and custom Verse code, while UEFN's tools handle materials, asset management, and the level blockout, followed by lighting and polish passes to finalize the experience.



SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.



Thanks

GREASE, GLORY, AND... A WHOLE LOT OF TARTAR.



www.3donkeystudio.com

info@gaetanoleonardi.com

SpongeBob is the property of Nickelodeon. All images and text in this pitch were created by 3Donkeys, inspired by the original SpongeBob IP, purely to capture the spirit of the original idea. Unauthorized use, reproduction, or distribution of these images and text is strictly prohibited.

