



SpongeBob's PetMania

Slide to Save
the Ocean!

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SpongeBob
SQUAREPANTS

TITANS
OF THE
TIDE

From the
Directors
(GAME/ART)
of:

nickelodeon
SpongeBob
SQUAREPANTS

TITANS
OF THE
TIDE

OFFICIAL TRAILER



SpongeBob
SQUAREPANTS
The
COSMIC SHAKE

From the
Director
of:

nickelodeon

SpongeBob
SQUAREPANTS

The
COSMIC SHAKE

SpongeBob's Pet Mania

SLIDE TO SAVE THE OCEAN!

Title: **SpongeBob's Pet Mania**

Genre: **Chill game**

Players: **1+**

Playtime: **5-10 min**

Are you ready kids?

- Slide to collect pets, snacks, and wacky power-ups!
- Fix up your home and grow your undersea farm!
- Then slide again (and again and again)!

Are you ready for a run packed with undersea opportunities?

Don't swim against the current... ride it! Hop across the lanes of the seven seas, snag as many pets as you can, and do it all to the beat of the music.

But watch out, sea urchins aren't exactly the cuddly kind of collectible... ouch!

Then head back to your pineapple, upgrade it like crazy, raise your adorable sea critters, and care for them.

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Why? U.S.P

THE SECRET RECIPE TO NON STOP LAUGHS!

**A GAMEPLAY LOOP THAT BLENDS RHYTHM AND
MANAGEMENT GAMEPLAY**

MOBILE FRIENDLY GAMEPLAY!

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

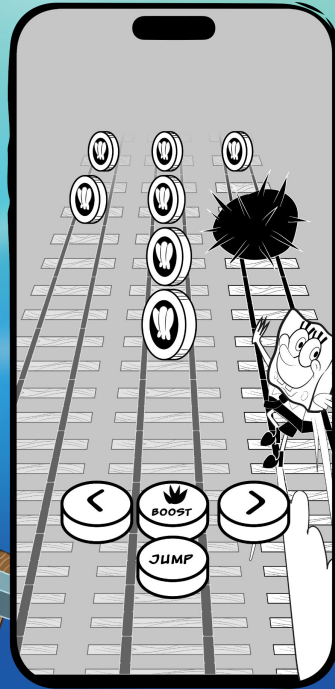
**FROM THE WACKY MASTERMINDS BEHIND THE
COSMIC SHAKE AND TITANS OF THE TIDE!**

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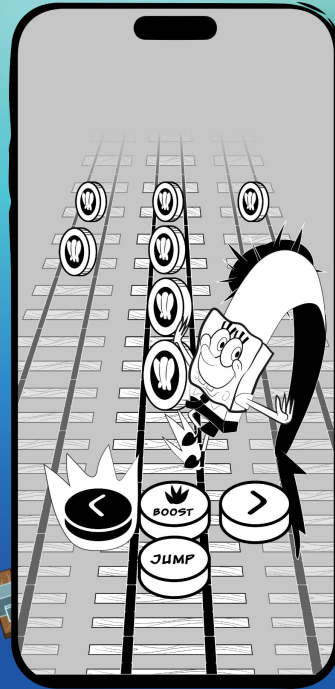


CORE GAMEPLAY

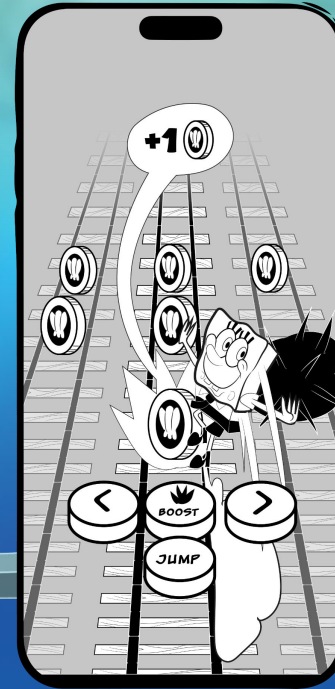
SPONGEBOB'S PETMANIA



1) Slide



2) Jump



3) Collect & gather resources

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GAME MECHANICS

THERE'S ALWAYS ROOM FOR IMPROVEMENT!



Upgrade your Farm and Grow your pets!

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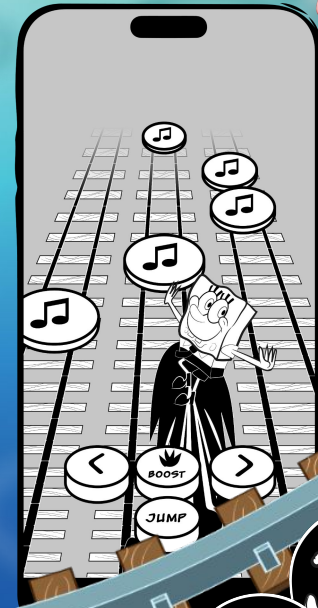


Endless Expandability

ONE WILD IDEA LEADS TO ANOTHER!

FROM JELLYFISH TO SEA LIONS,
FROM KELP GARDENING
TO RUNNING AT THE RHYTHM OF THE BEAT...

THIS IS JUST A TASTE OF THE WACKY ADVENTURES
THE SPONGEBOB UNIVERSE HAS TO OFFER!



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RETAIN & REWARD

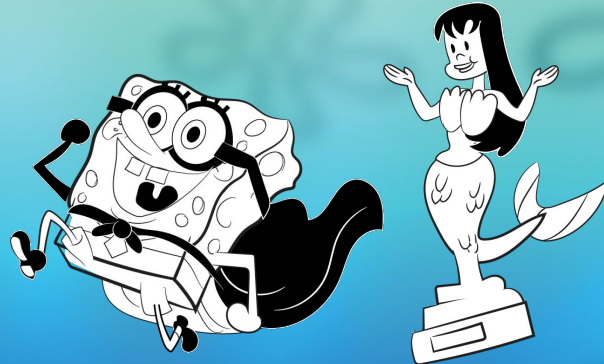
ONE REWARD TO GRAB 'EM ALL!

FORTNITE XP!

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

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

Want to know more? [CONTACT US!](#)



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HUMOR

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



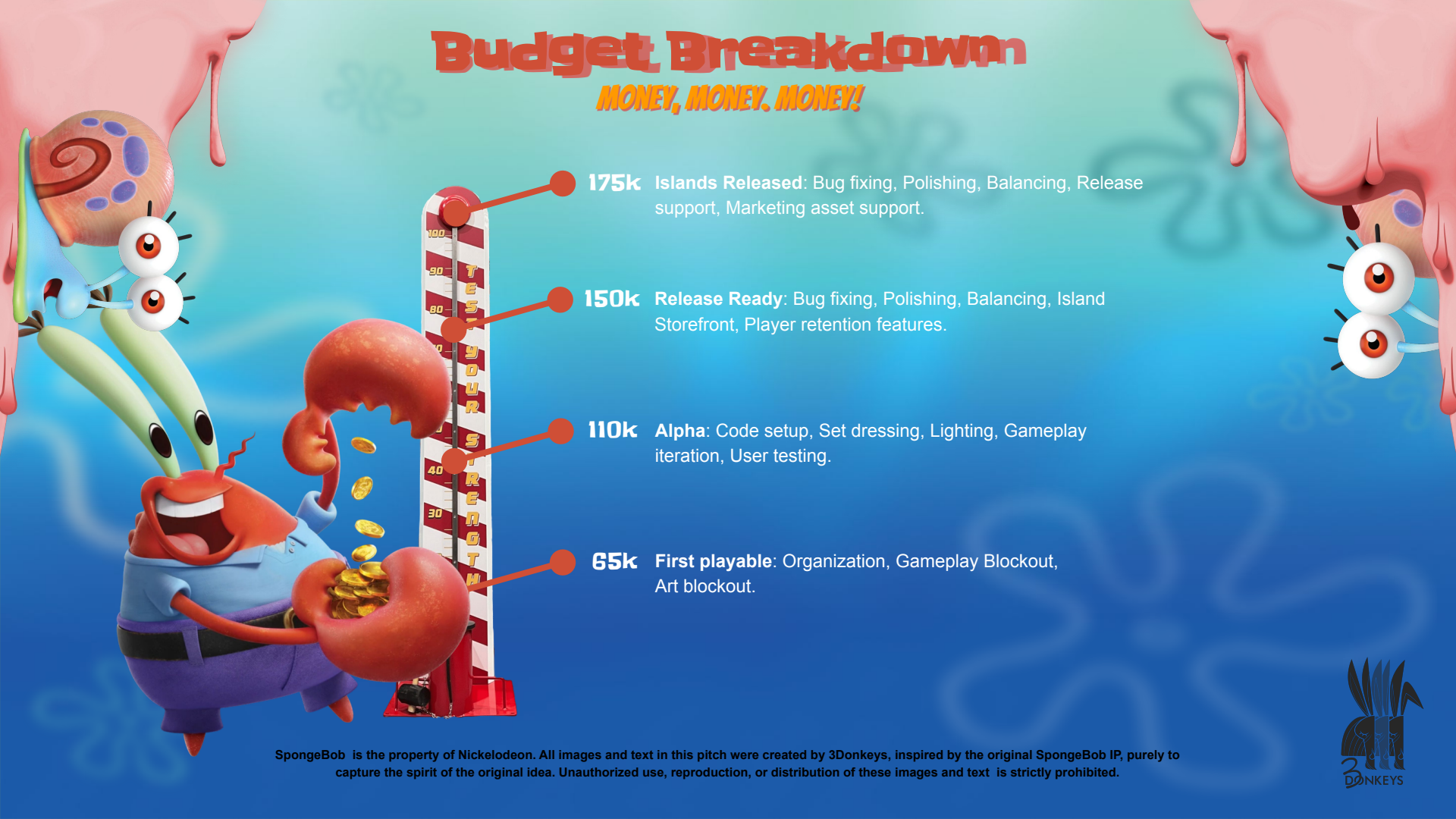
SpongeBob's humor thrives on everyday absurdity, wordplay, surreal gags, and over-the-top characters. When applied to Fortnite's gameplay, this means embracing chaotic contrasts (like cuteness versus gross-out, or an ice-cream hangover after victory), ensuring the spirit of the IP's comedy shines through.

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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.

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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

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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



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Who are we? THE TEAM



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.



Who are we?

THE TEAM



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.



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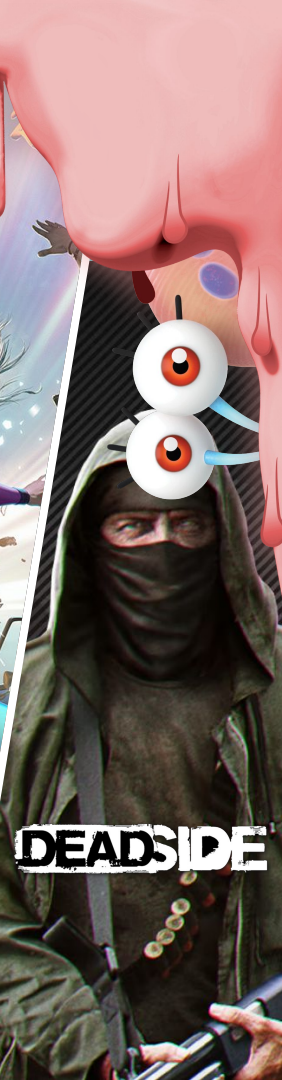


Who are we?

THE TEAM



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.



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.

SpongeBob's PetMania it's a runner with light management elements, where players race along music-driven tracks to collect as many pets as possible, then raise and manage them back at their own farm. The game can be enjoyed solo, or competitively through multiplayer leaderboards. It is a simple, chill game with easy progression and rewards, playable with just one finger!

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.

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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.

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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.



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Thanks

CONTACT US!



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