



Dawn of the Anchovies Spongebob's Roguelike

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TITANS OF THE TIDE



OFFICIAL TRAILER

From the
Directors
(GAME/ART)
of:



TITANS OF THE TIDE





SpongeBob
SQUAREPANTS
The
COSMIC SHAKE

From the
Director
of:

nickelodeon

SpongeBob
SQUAREPANTS

The
COSMIC SHAKE



Dawn of the Anchovies

SPONGEBOB'S ROGUELIKE

Title: Dawn of the Anchovies

Genre: Roguelike

Players: 1+

Playtime: From 5–10 minutes to infinite!

Are you ready kids?


- Free the zombie anchovies from alien influence!
- Upgrade your bubble-blaster and fortify your base!
- Then dive back in to rescue even more anchovies!

A mysterious meteor has crashed into Bikini Bottom, turning all the anchovies into zombies!

SpongeBob and Patrick have taken refuge in the Krusty Krab. Outside, all is quiet... except for the eerie groans of the infected anchovies.

Grab your trusty bubble-blaster to free the anchovies from the meteor's alien influence, explore Bikini Bottom, and rescue Squidward, Sandy, Mr. Krabs, Karen, and even Plankton!

Oh, one more thing, don't forget to upgrade your base and your arsenal, because you never know when a wave of anchovies might attack!



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Why? U.S.P

THE SECRET RECIPE TO NON STOP LAUGHS!

**A CLASSIC ROGUELIKE THAT WILL KEEP YOU
GLUED TO THE SCREEN**

**MANAGE AND UPGRADE YOUR BASE TO BOOST
PLAYER RETENTION**

BOSS FIGHT!

MOBILE-FRIENDLY GAMEPLAY FOR EVERYONE!

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

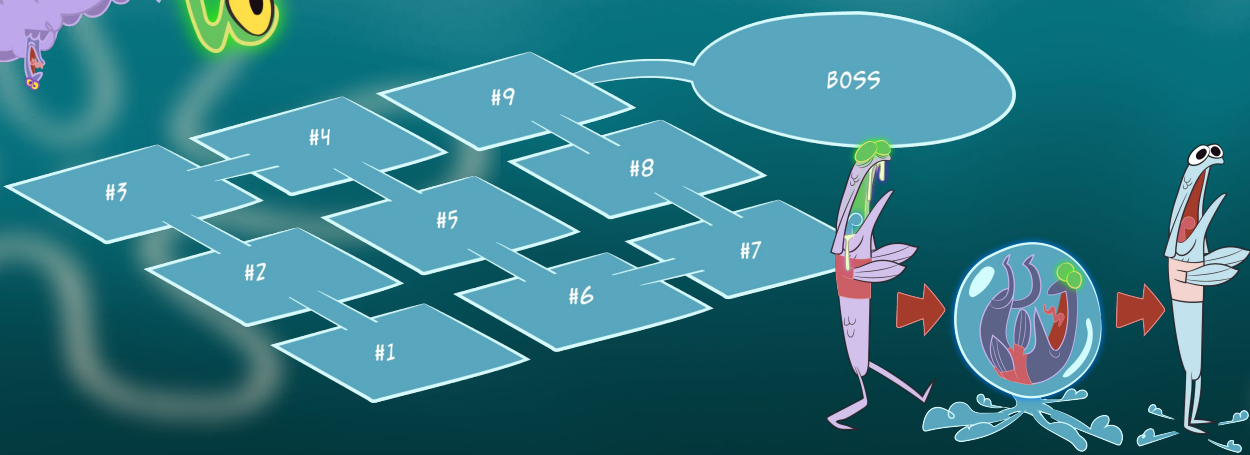
**FROM THE WACKY MASTERMINDS BEHIND THE
COSMIC SHAKE AND TITANS OF THE TIDE!**

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CORE GAMEPLAY

DAWN OF THE ANCHOVIES



**1) Explore
different rooms**

**2) Rescue the
anchovies**

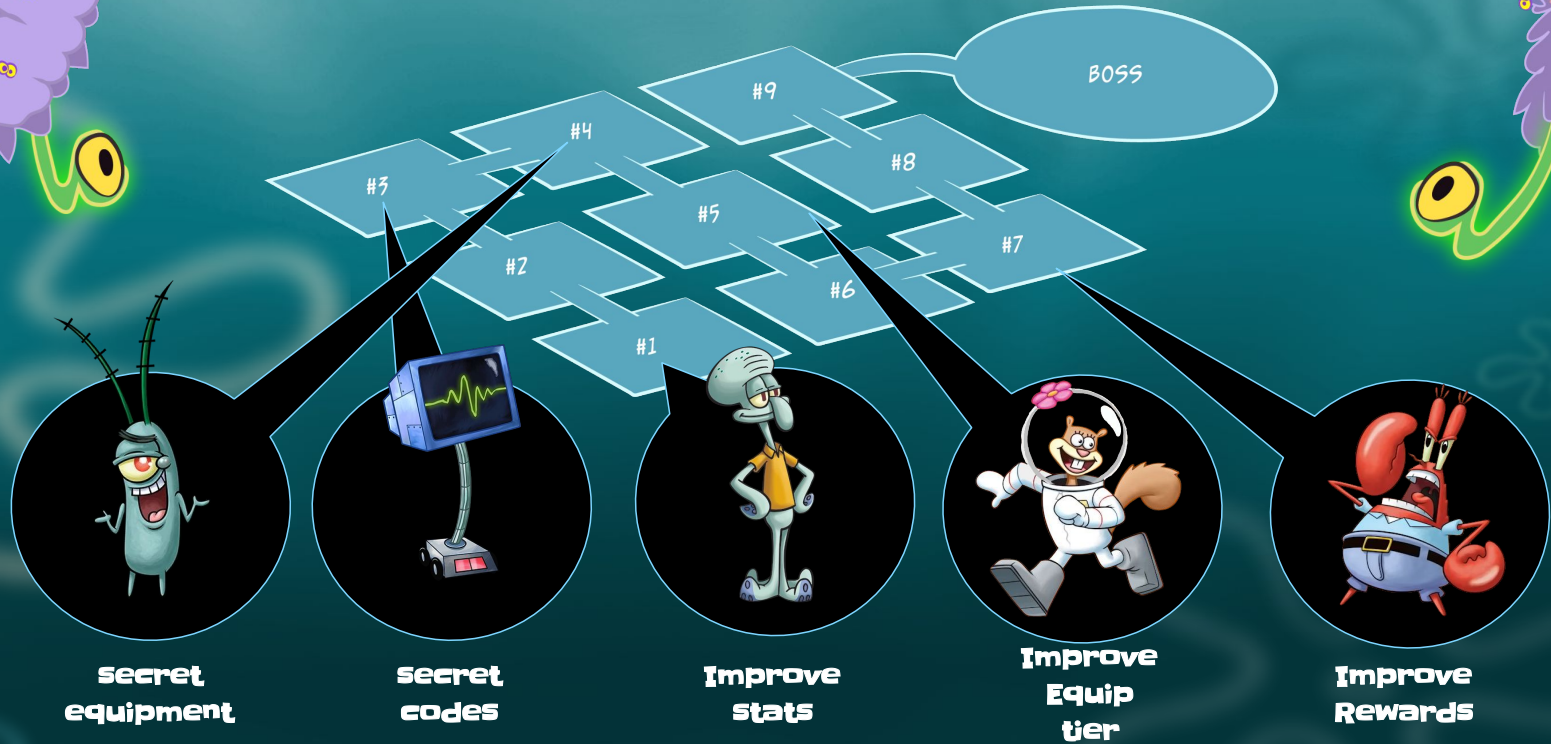
**3) Collect &
gather resources**

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CORE GAMEPLAY

DAWN OF THE ANCHOVIES



Unlock new content by saving your friends

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CORE GAMEPLAY

DAWN OF THE ANCHOVIES



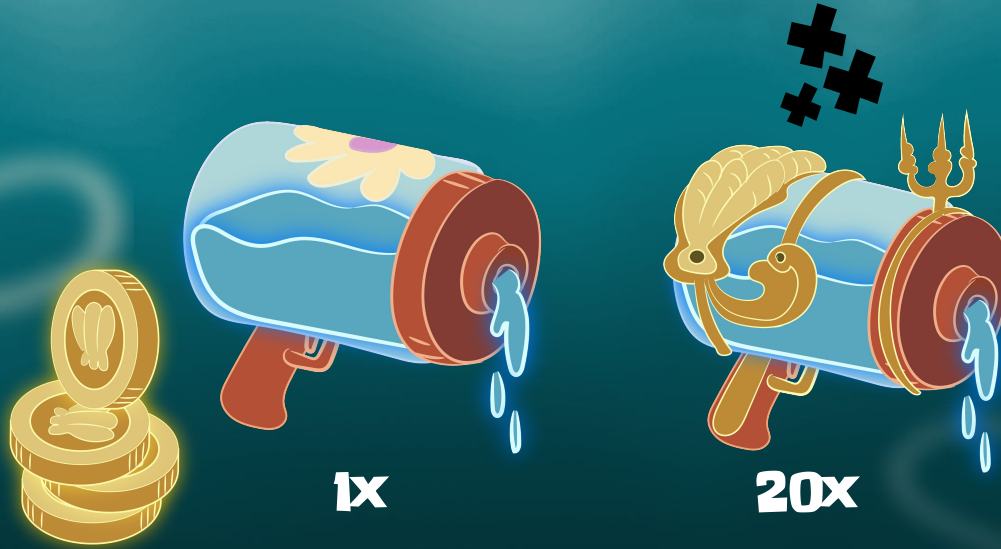
Defeat the Alien Boss for massive rewards

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GAME MECHANICS

THERE'S ALWAYS ROOM FOR IMPROVEMENT!

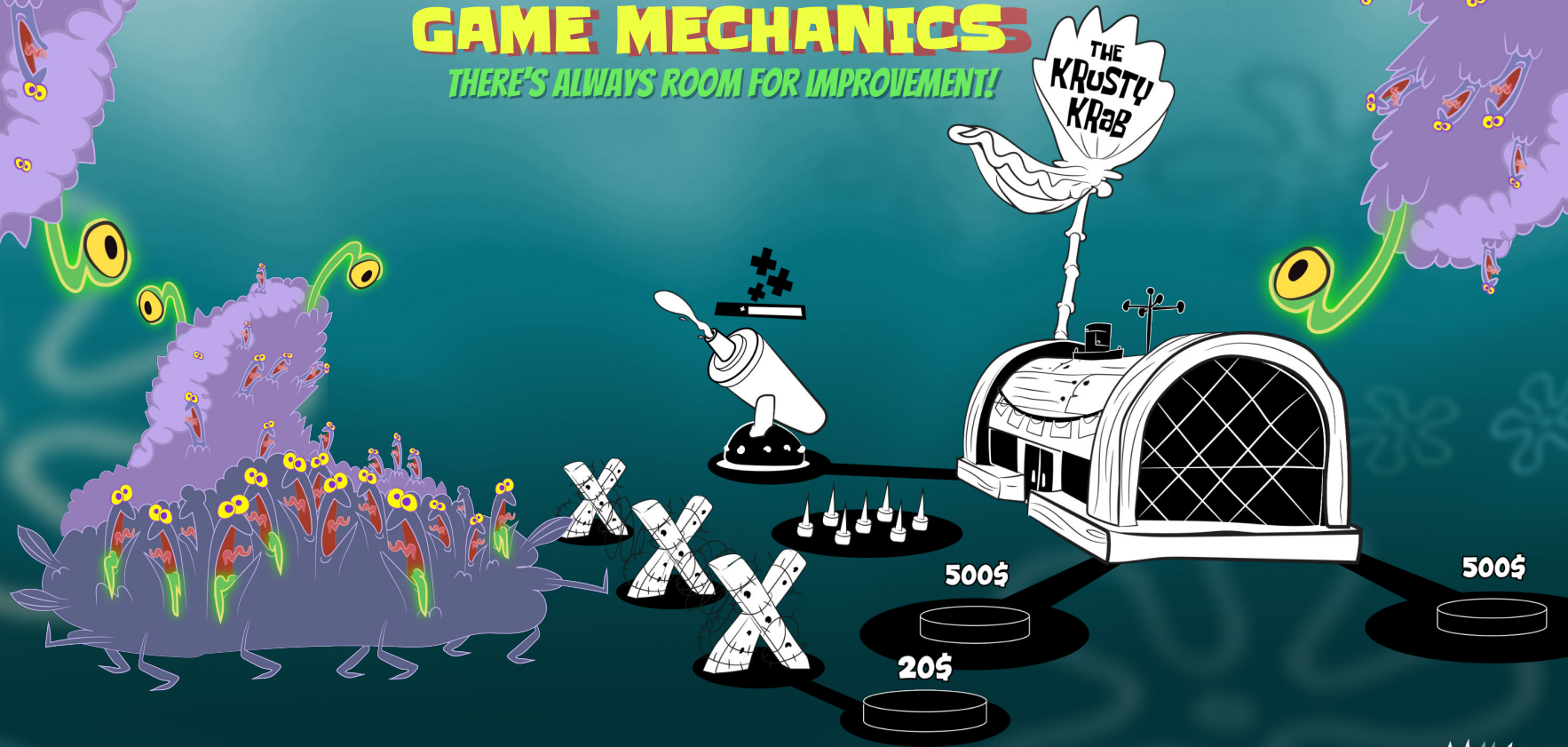


Upgrade your weapons and stats

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GAME MECHANICS

THERE'S ALWAYS ROOM FOR IMPROVEMENT!



Strengthen your base, fend off hordes of zombie anchovies, and earn coins even offline

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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

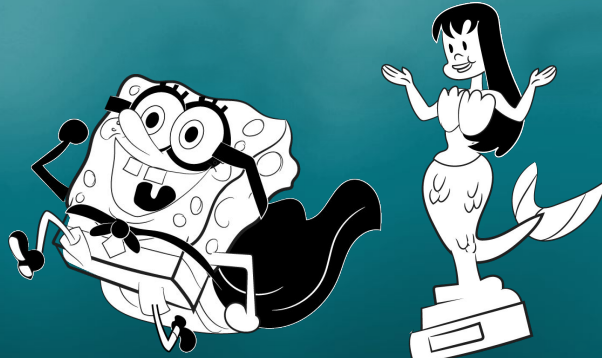
ONE REWARD TO GRAB 'EM ALL!

FORTNITE XP!

DAILY AND WEEKLY REWARDS

OFFLINE PROGRESSION

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



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HUMOR

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



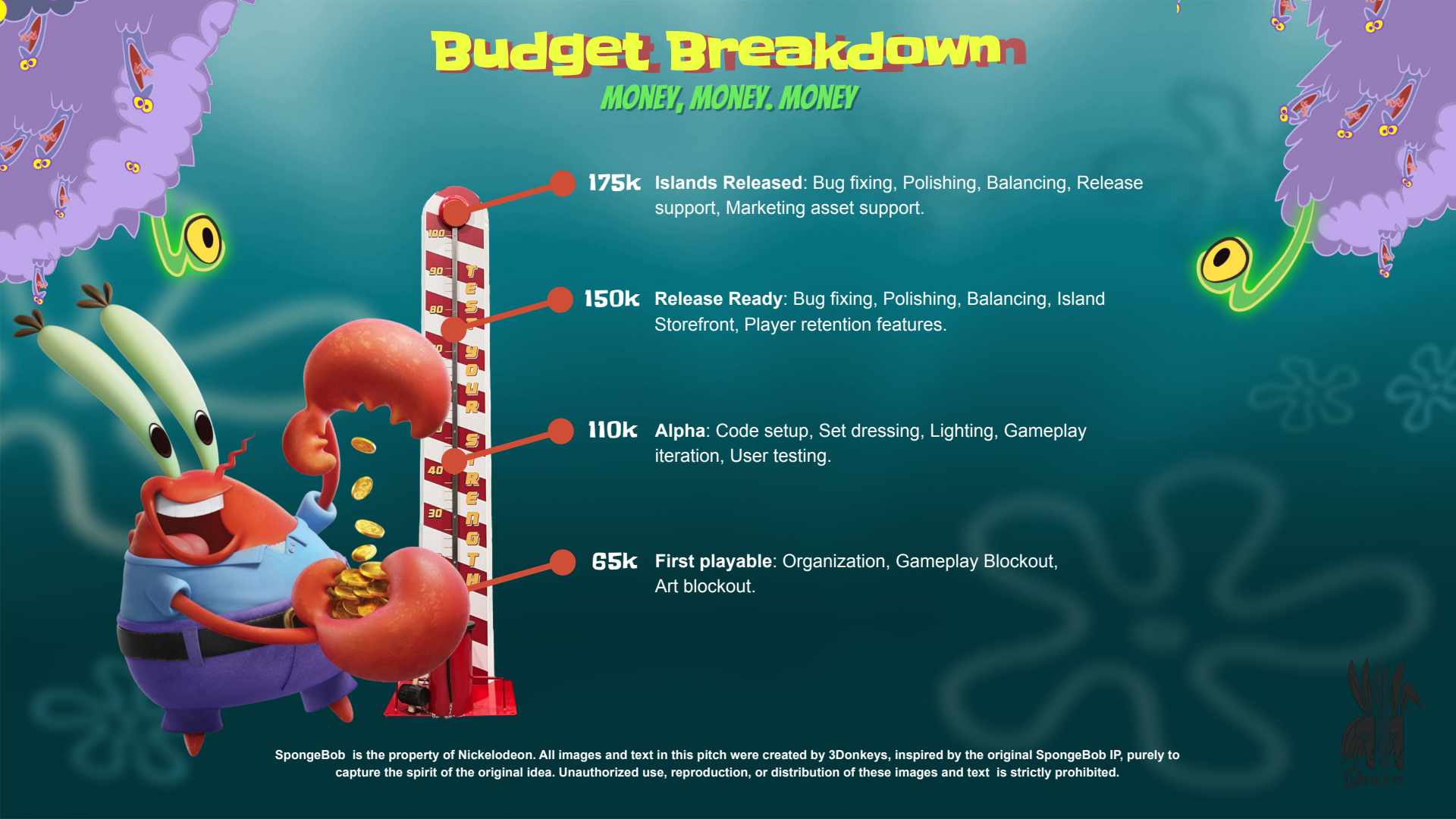
SpongeBob's humor thrives on everyday absurdity, wordplay, surreal gags, and over-the-top characters. When applied to Fortnite's gameplay, this means embracing chaotic contrasts (like cuteness versus gross-out, or an ice-cream hangover after victory), ensuring the spirit of the IP's comedy shines through.

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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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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



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.

Dawn of the Anchovies is a roguelike adventure where you must help the poor anchovies, corrupted by the influence of a meteorite that crashed into Bikini Bottom. As you progress area by area, you'll also rescue your friends like Squidward, Sandy, Mr. Krabs, Karen, and even Plankton. They will lend a hand in upgrading your base and improving your gear! But beware: your base can be attacked by waves of enemies, and if it falls, you'll have to set out once again to save your companions. Will you be able to break the meteor's influence and put an end to the alien threat?

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.

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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