

Sourire de Minuit

 EYELAG
STUDIO



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Contact, website, social networks, ...



www.eyelag.studio
contact@eyelag.studio

About us :

Our team is made up of six members:

- › Lena GARINVALERA: Game Art, Game and Narrative Design
- › Emilien DEHANNE: Game and Narrative Design
- › Hugo JOBE: Programming, Game Design
- › Dylan VERECKEN: Music, Sound and Game Design
- › Romain HINANT : Tech Art, Sound Design
- › Stephanie DEBEQUE : Animation

For more information about the team, see the contact page.



Working method :

We work remotely, with regular face-to-face meetings at one of the team members' places. Everyone has a primary role, with some secondary roles.

Pitch :

All children love to play. So let them play all night long, but watch out for nuns watching to see if everyone's asleep. Make sure you play enough, too, or you'll be sad. And if you're a competitive person, take on the challenges and be rewarded with each child's stories and secrets.

Beginning of project :

Our project began during the Kiss Game Jam 2023, which we won. Following this success, we decided to continue the development of the game.

The theme of the game jam was «hell» and «orphans», but for further development, we thought of a kid shelter, offering more narrative freedom than an orphanage.



Unique Selling Points :

- › Mini-games that remind you of your childhood
- › A carefully crafted narrative

Gameplay :

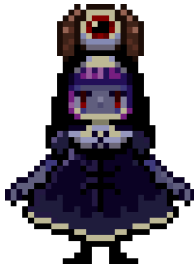
In this captivating game, the player is immersed in the atmosphere of a shelter where children prefer to play rather than sleep. The player must embody each child's playful spirit by taking part in a variety of fun mini-games. These mini-games fill up the happiness bar of the dorms, but beware, it drops if the player fails in these challenges. While having fun, the player must also avoid being spotted by the nuns patrolling the corridors. Discretion is the key to keeping the fun going without getting caught!

The game is divided into different phases, including two infiltration stages. The player explores the shelter, making his way through its various nooks and crannies. You'll meet quirky and interesting characters, while uncovering the mystery behind the confiscation of children's toys, punished for playing late. As one of these young residents, the player must skilfully navigate his way through an immersive journey full of intrigue and playful challenges. His objective: to retrieve the coveted toys while avoiding being discovered. Every step counts in this quest to regain lost happiness.

The game's strengths lie in its nostalgic mini-games, reminiscent of players' childhoods, as well as in a carefully crafted narrative that reveals the moving stories of each child. The mix of infiltration, playful challenges and captivating storytelling makes this game a unique and immersive experience for players of all ages.

Artistic Direction :

The game takes place in a dark alternative 19th century specific to our IP.
We decided to mix pixel art and traditional digital drawings.
You can discover some of the characters and assets below.





Business model :

Sourire de Minuit is a buy-to-play game.
There will never be a second game, nor any DLC.



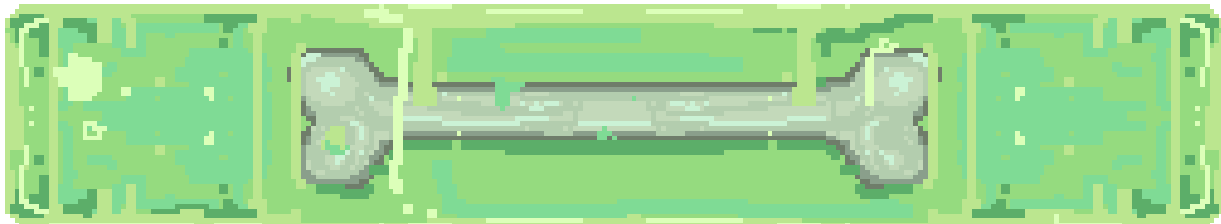
Financing :

We are volunteers during this project and will reinvest our income for future projects.

This project is self-financed equally by each team member.

Pre-release strategy :

Eyelag Studio is present on social networks to promote our projects and announce their releases and stages of development. Work-in-progress images are also unveiled from time to time on these networks.



Product :

Sourire de Minuit is available in exclusivity for PC. The game has not been designed to be played on consoles, cell phones or other devices.

As mentioned previously, this is a buy-to-play game. Only one single purchase will be needed to play.

Distribution :

The game is available on Itch.io and will hopefully also be available on Steam.



IP evolution :

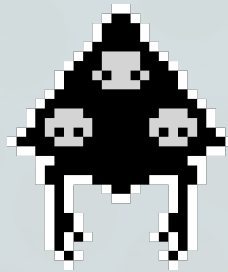
We don't want to create a series of games, but new projects using our IP are planned.

There will be links between our games and easter eggs.

Studio evolution :

We'd like to become an independent studio. That's our ambition.

We have no plans to recruit new members, as our team is sufficient for our future projects.





THANK YOU

Thank you very much for your interest in our project.
Please feel free to contact us if you have any questions
or would like to find out more.

You can find our contact details on the first page of
this booklet.



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