

SHEEP



BANG





### FUNNY SHEEP SHOOTING GAME

**THIS IS THE NEXT ANGRY BIRD!**

**"Aim and fire the ball at the rotating targets"**

"Sheep Bang" is a colorful and exciting game where players hunt rebellious sheep by throwing various balls. A group of sheep accidentally end up in a chemistry lab and, after consuming different substances, undergo genetic mutations and rebel against the farmer.

The leader of the sheep, one of the game's exciting boss fights, manages the sheep herd to challenge you in an interesting way. The game is presented in 5 very exciting seasons with stunning graphics, and at the end of each season, you must defeat one of the story's strange boss fights.

The stages have a lot of variety, and you will gradually gain different abilities to hunt sheep, including 5 different balls, 5 different catapults, unique items, and sheep with interesting abilities to escape your balls.

With its captivating and funny sound design and the cute antics of the sheep, "Sheep Bang" can create hours of fun and joy for you with over 600 story-based stages and endless gameplay modes.

#### UNIQUE SELLING POINT

- The game stages can be developed and changed quickly to match the needs of the market.
- The whole game can be played with just one finger so that the player can enjoy it in any situation.
- The game is full of humorous sheep sounds that are vocally recorded, and in addition to very short, entertaining, and humorous stages, it attracts the attention of others in public places.
- The game has an engaging storyline about the evolution of mutated sheep and makes the player curious to continue the game.

**IN THIS GAME, EVERYTHING HAS A FUNNY VOICE.**



### ELEVATOR

**Game:** Sheep Bang  
**Studio:** Onimaze Games  
**Genre:** Catapult game  
**Platform:** Mobile & PC  
**Engine:** Unreal Engine 4

**Audience:** Players who enjoy casual, arcade-style, seeking a fun and stress-relieving, quirky and humorous gaming experience with simple mechanics and easy-to-learn controls.

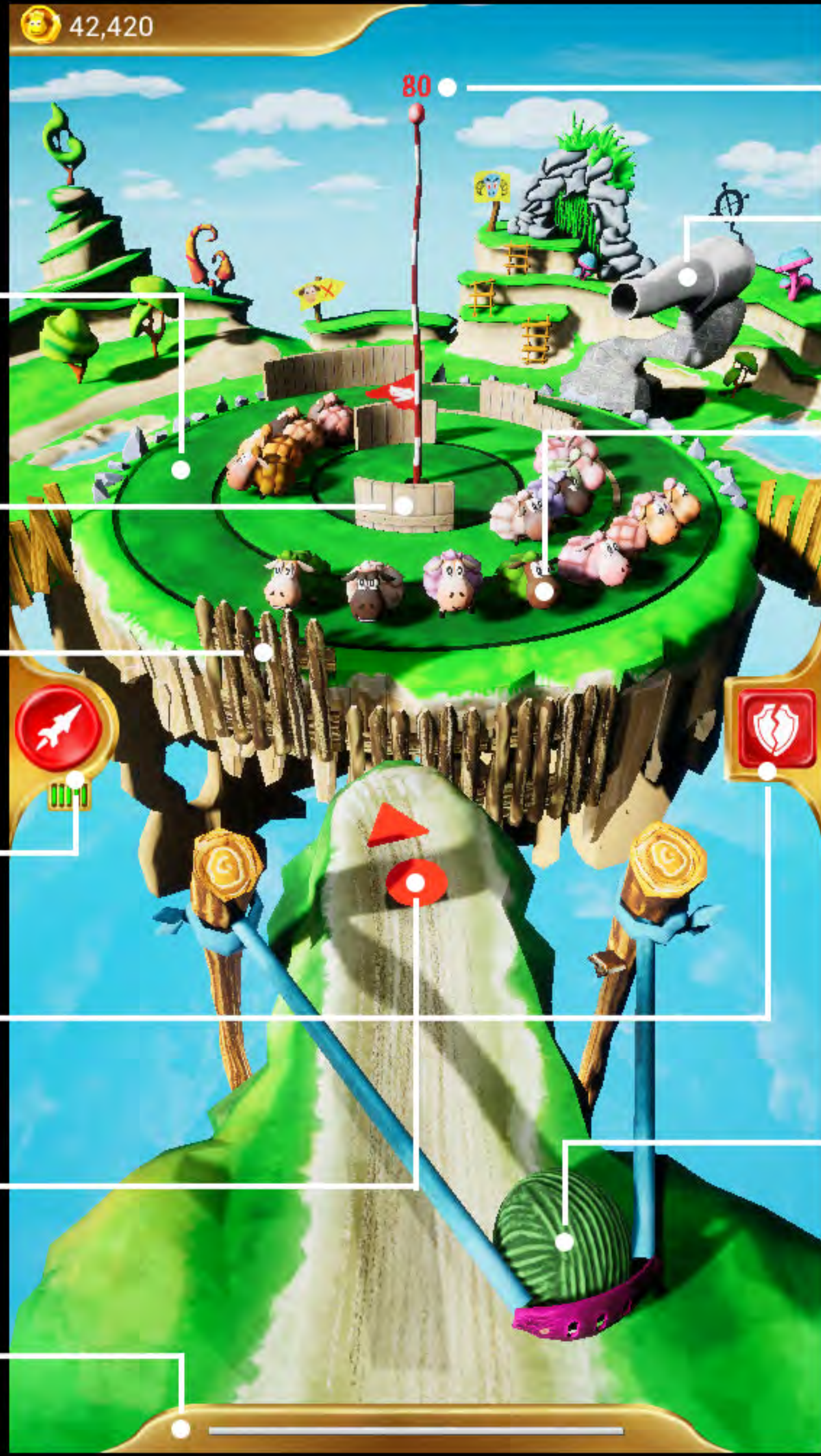
**Dev Stage:** 70% completed

**Modes:** Single-Player  
**Story Length:** 13-15 hours

**Business Model:** Premium



# CORE GAMEPLAY



## 4. RINGS

Three rotating circles  
Moves sheep with different schedules

## 5. FENCE

It blocks the ball, but you can destroy it  
It moves and blocks with different schedules

## 6. GATE

Blocks the ball  
It has 3 sections that go up and down randomly

## 7. CRUISE MISSILE

Follows & destroys the sheep  
5 levels can be upgraded

## 8. REMOVE FENCE

Removes the sheep fences for a short time  
5 levels can be upgraded

## 9. AIM

Longer AIM, more accuracy  
5 levels can be upgraded

## 10. HEALTH BAR

When it's over, you're dead!  
In some games, it increases and decreases

## 3. REMAIN TIME

Destroy all the sheep  
before the time runs out

## 3. SHOOTS YOU

When the flag goes up,  
Your time is up

## 2. TRAGETS

8 different breeds of sheep  
escape from you with strange behavior

# GAMEPLAY VIDEO

## 1. AIM AND FIRE THE BALL AT THE SHEEPS

Drag & Release  
5 balls with different behavior



# CHARACTERS



**TELE SHEEP**  
When you go to him,  
he runs away!



**NINJA SHEEP**  
He flies in a cycle



**MEGA NINJA**  
He flies between cycles



**SMART SHEEP**  
He jumps over the thrown  
ball!  
It is hard to hit



**TREASURE SHEEP**  
Hit before the candle ends, there's a prize.  
If time runs out, Some sheeps will be born



**SOCCER SHEEP**  
Jumps up and down



**MEGA SOCCER**  
Jumps between cycles



**ELECTRO SHEEP**  
Teleports randomly



**SIMPLE SHEEP**  
Many color variations



**MAMMY RAM**  
She gives birth to 2 sheeps  
Baby genetics are diverse



**DADDY BUCK**  
He generate a Mammy & a Sheep  
Mammy & Baby genetics are diverse

# BOSSFIGHT

**EACH BOSS OFFERS THREE TIERS OF DIFFICULTY, ENSURING A CONSTANTLY EVOLVING CHALLENGE FOR THE PLAYER.**



## CHUBBY

### Spring season

It's a wild party animal that dances, laughs, and farts! By pulling levers and pressing buttons on its seat, it produces atomic missiles that, after a while, are fired towards the player. It also produces barrels to defend itself.



## DO RE MI

### Summer season

A musical triad boss. They have the ability to teleport and relocate, planting laser and electronic components underground which evolve into a diverse array of weaponry. Defeating these three bosses requires a precise sequence of attacks.



## KAGE NINJA

### Autumn season

Two sworn brothers. These enemies attack independently, dealing heavy damage. They'll throw shurikens, slash at you with swords, and charge with their iron helmets. To defeat them, you'll need to dodge their attacks and strike at the right moment.



## PIRDANA

### Winter season

The leader of the sheep rebellion. The sheep's world is in chaos. The cunning old sheep, a tough boss, has entered the scene. Players must dive deep into the story to outsmart her. The player must sow discord among the sheep, pitting the docile against the defiant.



## NIGHTMARE

### Nightmare season

The rebellious son of Pirdana. A shocking twist! After the sheep's defeat, Pirdana's son emerges from the grave to seek revenge. In a hilarious and epic climax, you'll face off against a boss with uncanny abilities and bizarre minions.

# ACTIVETHINGS



Hitting the secret box will generate a random object.

Laser land mines generate different objects when placed near each other.

Coins are generated from various sources, and players can use them to purchase and upgrade items.

If a player hits a landmine or bomb, they will be damaged.

The barrels block the balls, but they are destroyed in 3 hits.

These toys are designed for challenge stages.

After a while, the missiles activated and fired at the player.

These devices throws a kite at the player and damages them.

Food increases health

Hitting the Slow Cooker twice quickly will trigger the Food generation.

# GAMESEASONS

EACH SEASON HAS A UNIQUE CATAPULT AND A VARIETY OF ENVIRONMENTS WITH DIFFERENT DESIGNS.

**+ UNIQUE  
ENDLESS  
MODE**



## SPRING

Environmental designs: 5

Length: 260 Min

- Total Stages: 200
- Story Painting: 28
- Challenge Stages: 27
- Objective skills: 6
- Training Stages: 10

## SUMMER

Environmental designs: 4

Length: 245 Min

- Total Stages: 175
- Story Painting: 13
- Challenge Stages: 24
- Objective skills: 6

## AUTUMN

Environmental designs: 3

Length: 170 Min

- Total Stages: 120
- Story Painting: 10
- Challenge Stages: 18
- Objective skills: 6

## WINTER

Environmental designs: 1

Length: 130 Min

- Total Stages: 100
- Story Painting: 12
- Challenge Stages: 12
- Objective skills: 6

## NIGHTMARE

Environmental designs: 1

Length: 110 Min

- Total Stages: 75
- Story Painting: 10
- Challenge Stages: 9
- Objective skills: 5



**Executive Summary:**

"**Sheep Bang**" is a captivating catapult game with a unique twist: **rebellious sheep!** Offering a blend of **casual gameplay, humor,** and engaging **storytelling,** this game has the potential to **attract a wide audience.**

**Market Analysis:**

The mobile gaming market, especially the casual gaming segment, is booming. "Sheep Bang" aligns perfectly with this trend, offering a light-hearted, addictive experience that is easy to pick up and play. Key target demographics include:

**Casual gamers, Humor enthusiasts, Story-driven gamers**

**Business Model and Monetization:** The **premium** business model is ideal for "Sheep Bang" as it offers a complete, polished experience without in-app purchases.

**Marketing Strategy:**

- App Store Optimization (ASO)
- Social media marketing: like TikTok, Instagram, and YouTube.
- Influencer partnerships
- Public relations: media coverage in gaming publications and websites

**Additional Revenue Streams**

**Producing Physical Products with the Game's Brand:**

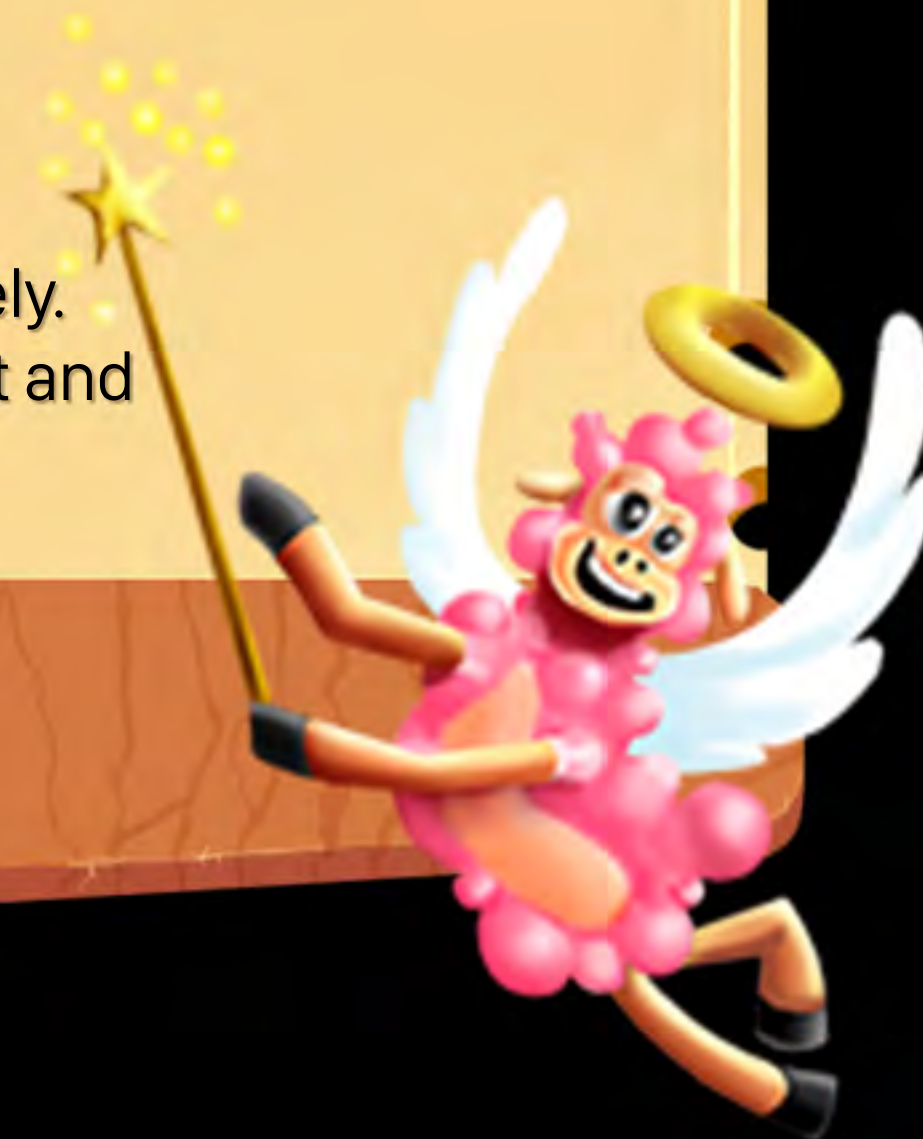
- Apparel and Accessories: T-shirts, hoodies, hats, bags, & etc.
- Toys and Action Figures
- Creating trading cards featuring game characters, items, & etc.
- Comic Books and Short Stories
- Creating a feature film based on the game's thrilling storyline.

**Collaborating with Physical Product Manufacturers:**

- Licensing the Brand
- Collaborating on Product Design

**Selling Digital Products:**

- Wallpapers and Mobile Themes
- Selling the game's soundtrack separately.
- Selling artbooks containing concept art and behind-the-scenes designs.



**70% OF GAME DEVELOPMENT  
IS COMPLETE.**

Our team has worked tirelessly for the past 27 months to bring this game to life. During this time, we achieved the following milestones:

- Concepting, prototyping, and initial testing
- Gameplay and challenge design
- Character design, modeling and animation
- Boss design, modeling, animation and implementation
- Victory and defeat screen design and digital painting
- Environment, prop, atmosphere, and effect design
- Story, in-game events, and player progression design

Due to financial constraints, we had to halt development at this stage.

**GAME  
ICON**



**CREATOR**

**MEHDI DEHNAMAKI**  
Game Designer & Producer (CEO)

**CONTACT**

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