

The Love Chronicles of

Drake and Eumeaka

Presents

The Game:

in a 3D Re-imagining

By: Drake Allen Matfield

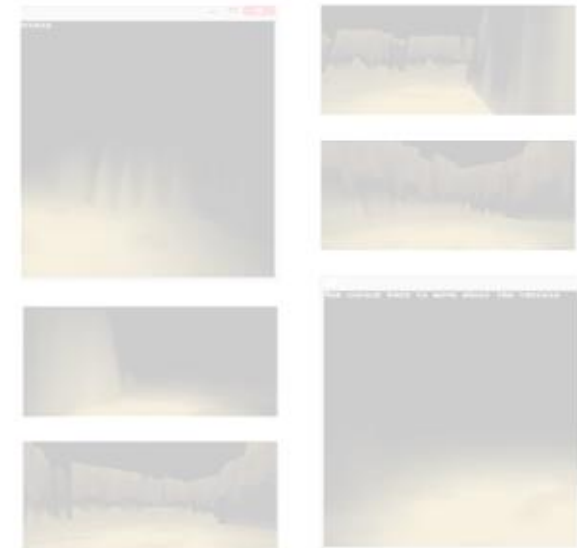


Project Overview

- **What is the Project?**

"The Love Chronicles of Drake and Eumeaka: Game" is a story-driven adventure game that blends engaging game play with a heartfelt narrative. This campaign is to fund the development of a 3D re-imagining of the original 2D game, bringing the story and characters to life in a completely new way.

- Inspired by classic titles like *Zelda's Ocarina of Time*



Vision

- **Why This Project Matters**

Creating video games has been my dream since childhood.

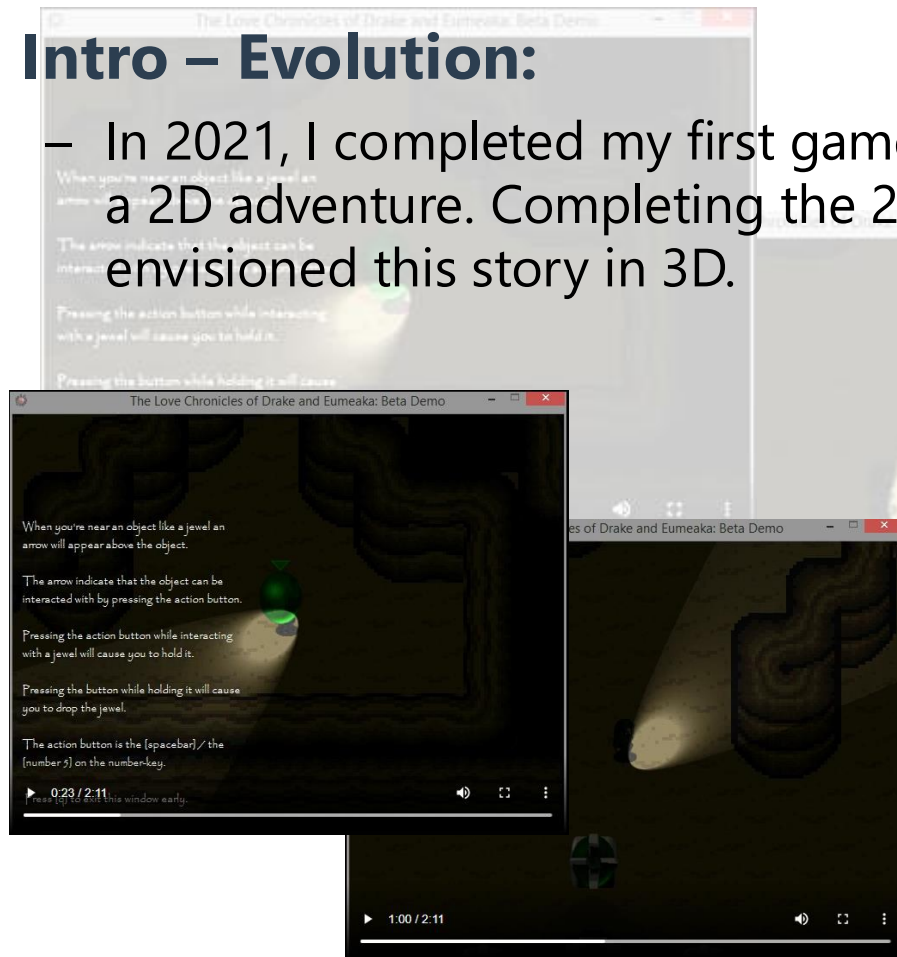
- **This project is not just about creating a game-** it's a testament to my growth as a developer and a stepping stone toward my ultimate goal of creating games that entertain, inspire, and share hidden truths with the world.



Vision & Evolution

- **Intro – Evolution:**

- In 2021, I completed my first game, **The Love Chronicles of Drake and Eumeaka**, a 2D adventure. Completing the 2D version was a huge milestone, but I've always envisioned this story in 3D.



- Now, I'm ready to take the next step: re-imagining this game in 3D.

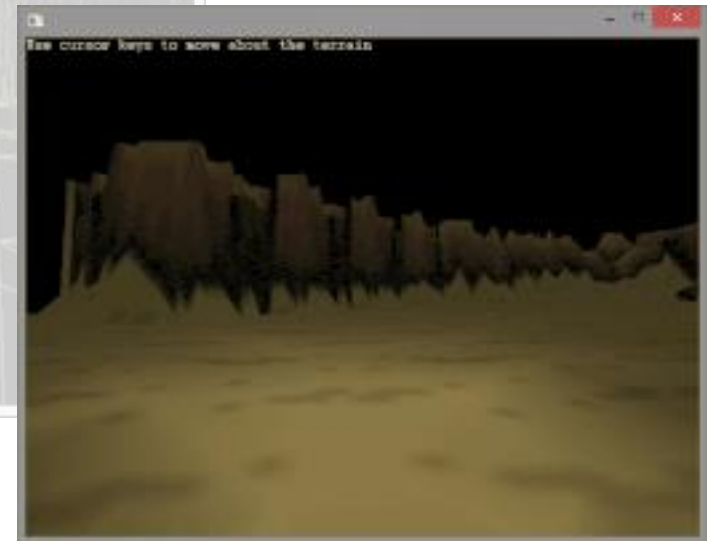
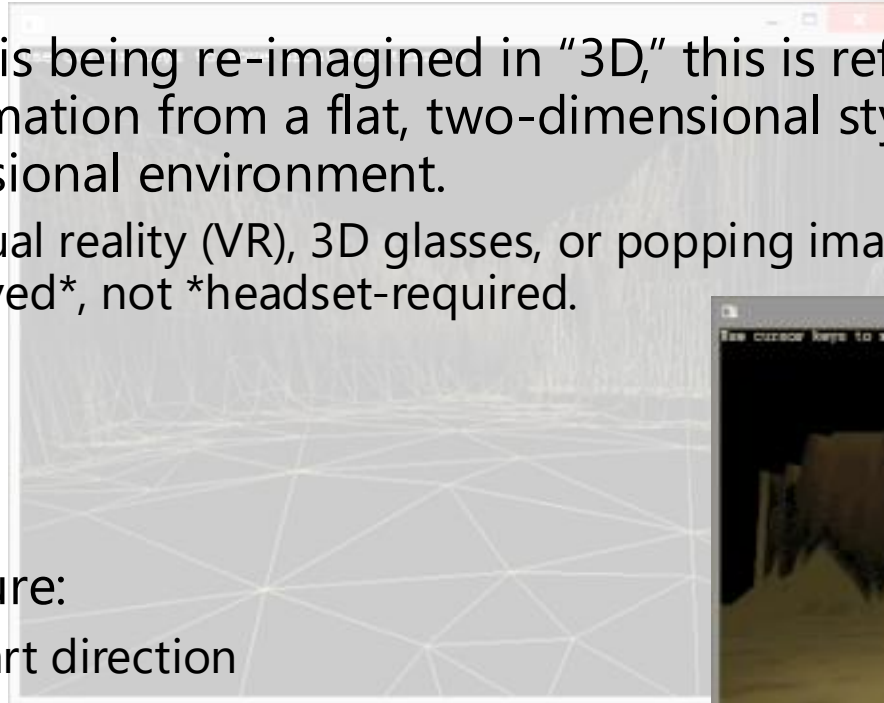
Game play & Features

- **Game Play**

- When stating the game is being re-imagined in “3D,” this is referring to the visual and game play transformation from a flat, two-dimensional style to a fully explorable three-dimensional environment.
 - This doesn’t mean virtual reality (VR), 3D glasses, or popping images—Think *classic adventure games evolved*, not *headset-required*.

- **Features**

- The 3D version will feature:
 - Enhanced visuals and art direction
 - Improved game play mechanics
 - A faithful recreation of the original story with added depth and polish



Timeline

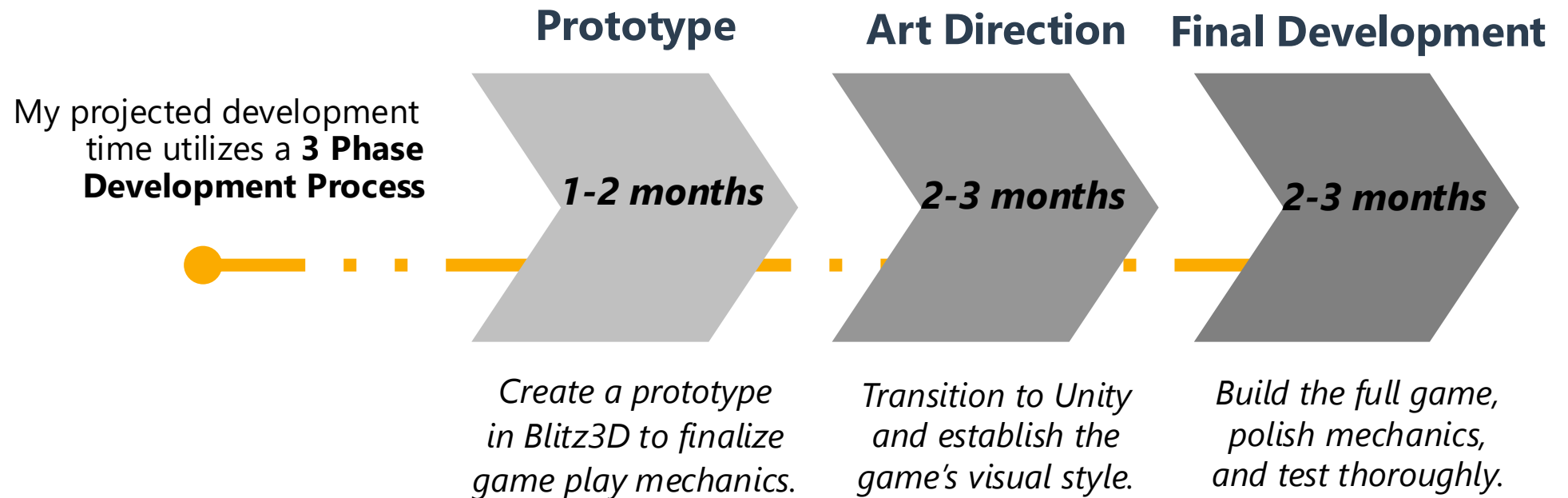
- **If Funding is Secured by:**
 - September 2025
- **I Estimated Completion by:**
 - April 2026
 - I aim to complete this project by **April_2026**, assuming funding is secured by **September_2025** and development progresses as anticipated.

Development Timeline Table

Starting Month	Short Dev Time (5 months)	Long Dev Time (8 months)
July 2025	December 2025	March 2026
August 2025	January 2026	April 2026
September 2025	February 2026	May 2026
October 2025	March 2026	June 2026
November 2025	April 2026	July 2026
December 2025	May 2026	August 2026

Development Plan

- The Estimated Development Time is:
 - 5-8 months



Funding Goals

- **Funding Goal: \$6,000**

To complete this project, I'm seeking ****\$6,000**** in funding.

- Here's how the funds will be used:

- **Living Expenses:** \$5,000

- *to cover basic needs (mortgage, utilities, food) during development.*

- **Development Costs:** \$1,000

- *for Internet access, software, and any unexpected expenses.*

- **Stretch Goals:** Any additional funding

- *will go toward improving the game's visuals, adding new features, and enhancing the overall experience.*

Risks & Challenges

My 3 primary concerns for this project are its Art Direction, Game Engine and Primary Perspective:

- **Art Direction:**

- I'm torn between a semi-realistic style (like GoldenEye 007), realistic style (Resident Evil 4) and a more stylized approach (like Zelda Wind Waker or Mad Max). I'll involve backers in this decision through polls.

- **Game Engine:**

- While I'm comfortable with Blitz3D, the final game is anticipated to be developed in Unity. The reason this is listed as a concern is because I'm still learning Unity. However, I'm confident I can overcome this challenge because of my skills set.

- **Primary Perspective -Third-Person vs. First-Person:**

- One of the biggest creative decisions for "The Love Chronicles of Drake and Eumeaka: The 3D Re-imagining" is choosing the right perspective to deliver the best player experience.
- The original 2D game was third-person, and after careful consideration, I believe maintaining that perspective in 3D will offer the best balance of immersion and navigation. However, the first-person perspective does present some noteworthy aspects.
- That said, player experience is my priority, and I value feedback from backers. If necessary, I'll fine-tune perspective's elements to ensure a satisfying experience.

Creator Background



- **Skill Set**

- **Application Development**

- *C#, Visual basic, C++*

- **Web Development**

- *Html, JavaScript, CSS, Git, ASP. net*

- **Data/Database Development**

- *Sql, Mysql, XML*

- **Game Engine**

- *Blitz3D, DirectX, GDI+, Construct and Unity*

Support & Community

- **How You Can Help**

To complete the 3D re-imagining of The Love Chronicles of Drake and Eumeaka: Game, I'll need at least ****\$6,000****. Anything less would make it impossible to finish the project at the quality and scope I've planned.

Your support will make this dream a reality. Whether it's through:

- *pledging*
- *sharing the campaign with friends or*
- *offering feedback – every bit helps.*

I also want to thank everyone who supports this project by offering rewards tiers. If you have suggestions for rewards, I'd love to hear them!

Pledge Page

- **I built a personal campaign page for this project.**

Game development takes time—there's no shortcut around that—and to bring this vision to life, a minimum level of funding is essential.

- **The link below isn't for donations.**

- It's simply a way for you to pledge the amount you'd be willing to contribute if the full funding goal is reached. If enough pledges come in, to meet the target, I'll reach out to confirm whether you're still willing and able to follow through with your support.

➤ Website: <http://www.drakeandeumeaka.info/game/pledge.aspx>

This is a grassroots effort, and your pledge—no matter the amount—brings this dream one step closer to reality.

- **Closing Statement**

This project is a labor of love and a testament to my journey as a self-taught programmer.

By supporting this campaign, you're not just helping me create a game—you're helping me take the next step toward a lifelong dream.

Thank you for your time.



Call to Action



Thank You

The original 2D version is available for free (Windows only) as a demo of the concept.

Visit: www.drakeandeumeaka.info/demo.aspx

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drakeandeumeaka.info/game/kickstarter.htm