

# WILDMART



# CONCEPT

**A cooperative, cross-platform Overcooked-like experience, designed for short sessions and high retention.**

**Wildmart is a co-op party game where players work together to manage a supermarket in a world inhabited by animals.**

**Using only their character movement, players must coordinate to restock products, serve customers, and maximize profits before the workday ends. With a cartoon art style and an arcade pace, Wildmart delivers chaotic fun focused on coordination and teamwork.**



# GAMEPLAY LOOP

## NIGHT

Prepare the supermarket  
for the next day

## OPENING

Customers arrive at the  
supermarket

## CLOSING

Remaining customers  
leave the supermarket

## DAY

Serve and charge  
customers



Throughout all these phases, players must also ensure that shelves are always stocked and that the supermarket is kept in good condition.

# MECHANICS

“Each match is a mix of strategy, teamwork, and uncontrollable fun.”

- **Movement as the only action:** Intuitive and accessible controls for all types of players.
- **Characters with unique stats:** Strength, speed, and intelligence affect efficiency.
- **Order system:** A computer system controls product flow and the daily economy.
- **Space management:** Restock, place furniture, and maintain smooth flow without bottlenecks.
- **Customers with happiness states:** Their patience and happiness determine profits.
- **Day/night cycle:** Action during the day; strategy, cleaning, and restocking at night.



# SCALABILITY

- **New regions and fauna:** Each region introduces new products, customers with new mechanics, and unique match conditions.
- **Special events:** Sale days, inspections, seasonal products, VIP visitors...
- **Cleaning system:** Customers can dirty the store; cleanliness directly affects happiness.
- **Energy management:** Equipment consumes electricity; power costs are paid at the end of each day.
- **Missions and achievements:** Daily objectives to encourage progression and replayability.
- **AND MUCH MORE...**



# SCREENSHOTS



# TARGET AUDIENCE

Developed for users seeking a casual experience with simple yet challenging and engaging progression. Ideal for players who want to disconnect for a few minutes with a fun, chaotic, and cooperative experience.

**AGE**

7 - 35 years old

**MARKET**

Global (Europe, USA, Latam and Asia)

**SESSIONS**

3 to 20 minutes per match



# REFERENCES



**+50M downloads**

**\$6.8M revenue**

**90% positive reviews**



**+900k copies sold**

**\$16.3M revenue**

**79% positive reviews**



**+60M downloads**

**\$7.1M revenue**

**82% positive reviews**

**Wildmart combines the cooperative chaos of Overcooked with the accessibility and mobile-style loop of games like My Perfect Hotel or Pizza Ready.**

# CURRENT STATUS

100%

50%

35%

20%

## GAMEPLAY

Complete  
gameplay flow

## ART/UI

UI: 75% complete

3D Art: 40%

[characters, VFX,  
environments...]

2D Art: 15%

[concept art,  
illustrations...]

## MECHANICS

New mechanics  
and match events

Global balancing  
and game economy

## PROGRESSION

New zones and  
levels

User experience  
and monetization

Endgame content

The game is currently in a playable demo phase with all core systems implemented and test content available.



# ROADMAP

Q4 2025



## PROTOTYPE

Gameplay flow

Core mechanics

Art direction

First levels

Q1 2026



## FUNDING

Documentation

Publisher outreach

Development plan

Q2-Q3 2026



## DEVELOPMENT

Match events

New zones and levels

Monetization

New characters and customers

Q4 2026



## LAUNCH

Testing

Polishing

Marketing

Release

# PROPOSAL

We are seeking funding or acquisition to complete the development of Wildmart and bring it to global release on Steam and mobile platforms.

We are open to the following types of agreements:

- Direct sale of the IP
- Publishing deal with upfront investment
- Co-development and product adaptation alongside the publisher
- Flexible negotiation of terms depending on the scope
- Potential changes to the project/product



# CONTACT



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Developer**



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