



HEROSPHERE: IDLE EVOLUTION

*Idle RPG with an open world
and hero evolution*

This is an Idle RPG where the player controls a sphere, collects energy, and evolves heroes. Each choice unlocks new development paths, and in the open world, the player explores the universe and battles other spheres. Progress continues even while offline.

Market & Uniqueness

- **Market:** Idle / RPG is a top mobile game niche with billion-dollar revenues.
- **Competitors:**
 - Idle Evolution – Cell to Human
 - Life on Earth: Evolution Game
 - Idle Heroes
 - Agar.io
 - Slither.io
- **Uniqueness:** open world + hero choice strategy + visual evolution.

Team & Funding Request

- **Team Experience:** Over 7 years in developing, and over 1.5 years in game development.
- **Current Status:** Prototype ready, marketing tests conducted (without heroes and infinite quests):
 - CPI: \$1.20
 - R1: 31%
 - R4: 12%
 - Average playtime: 1 hour 10 minutes
- **Next Steps:** MVP refinement in progress to improve marketing performance.
- **Funding Request:** €7,500 to complete the MVP and conduct marketing tests.

Key Features

- **Hero Evolution:** choose paths on the development tree, visual transformations.
- **Unique Abilities:** speed boost, teleportation, invisibility, gravity trap, and more.
- **Open World:** exploration and encounters with other spheres.
- **Idle Progress:** heroes collect energy while offline.
- **Goal:** collect all heroes and unlock dark energy.

Monetization

- In-game currency and upgrades.
- Skins and unique heroes.
- Battle pass and events.
- Rewarded ads.

Contacts

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