



Onion Games

Yoshiro Kimura
Onion Games
Game Designer & CEO

Behind the Scenes at the 'Million Onion Hotel'

Can small-scale Japanese development
compete on the world stage?



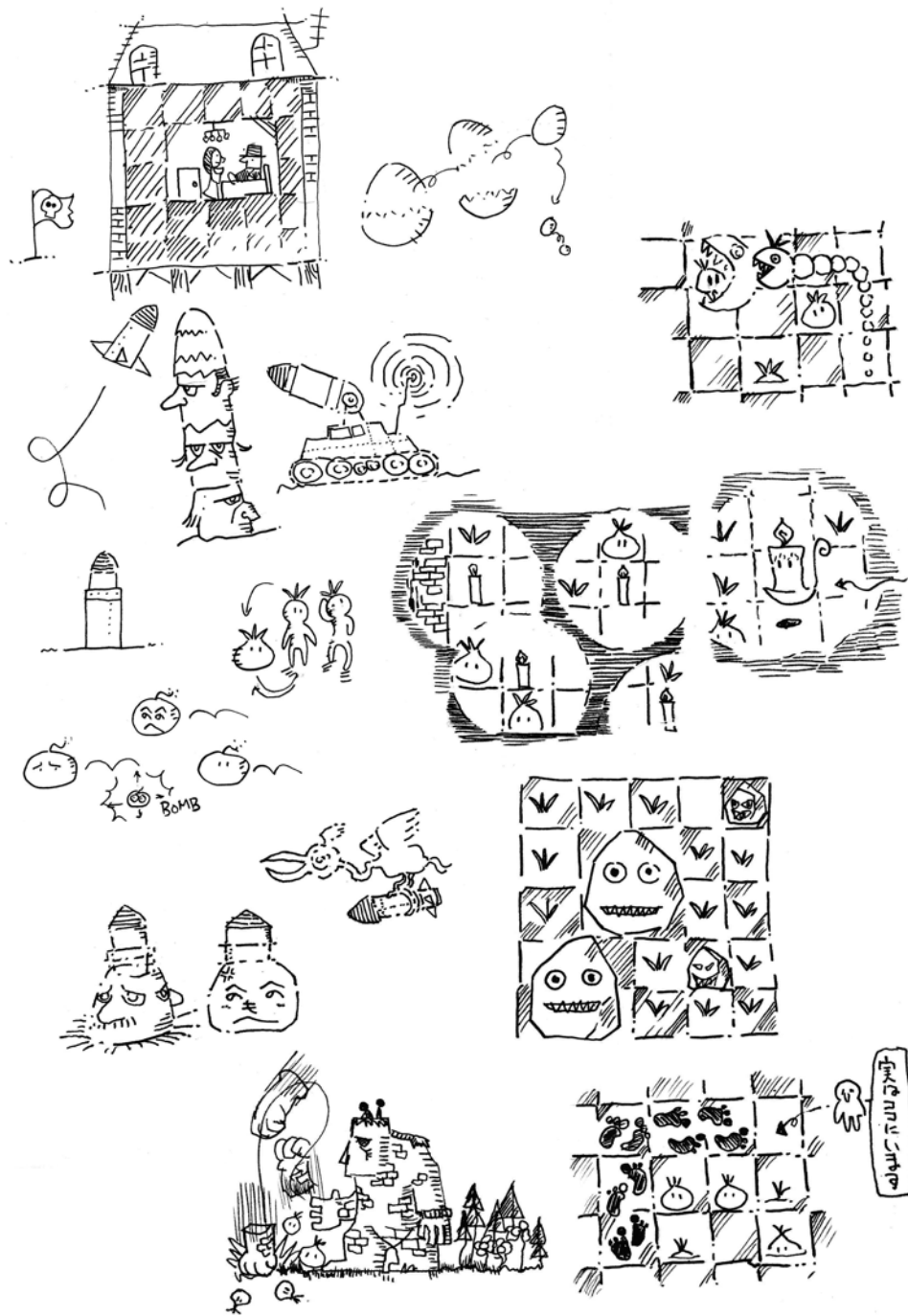
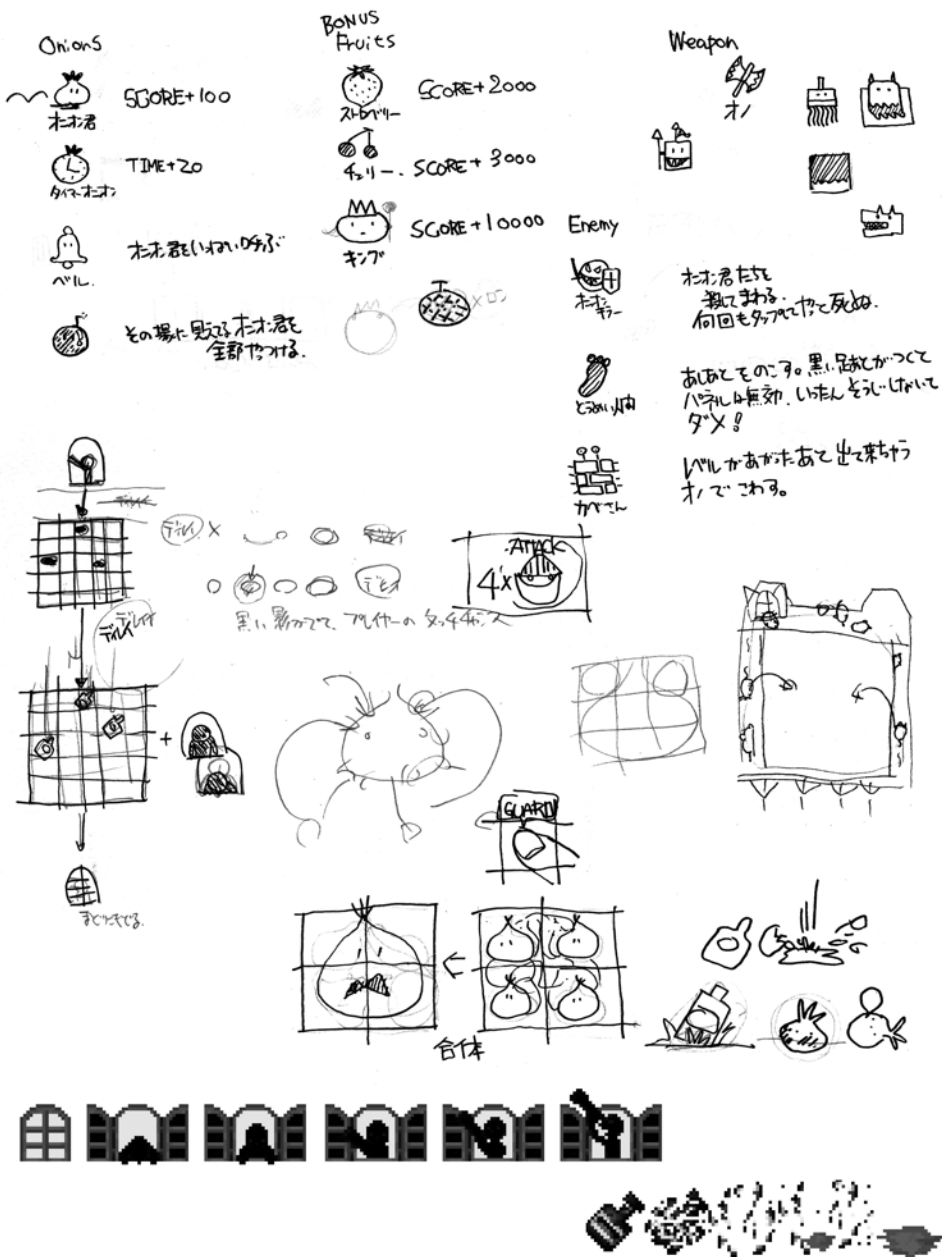
ESCAPE



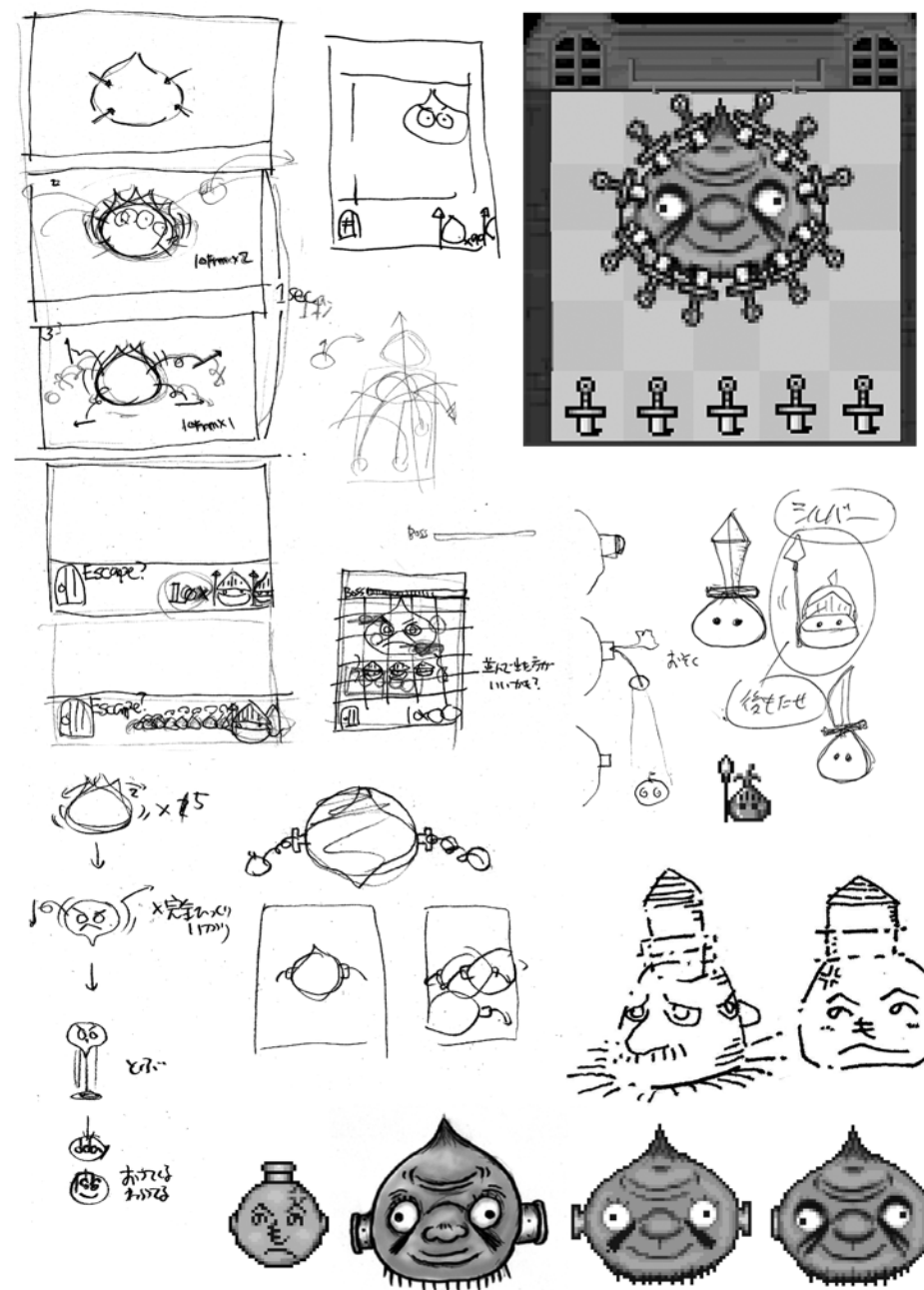
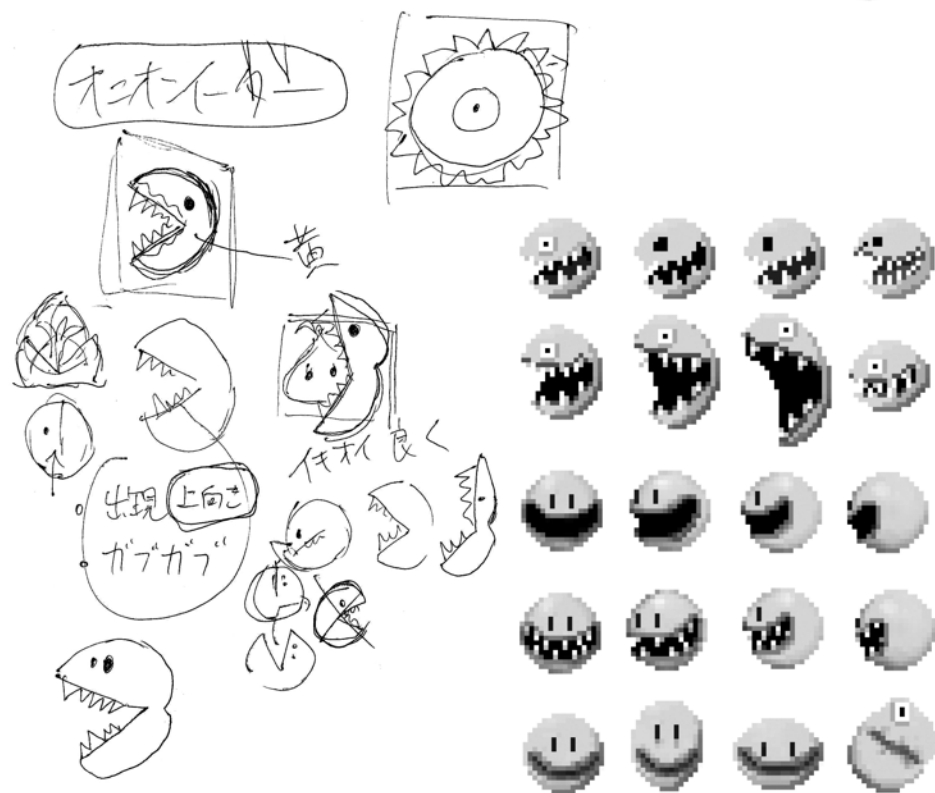
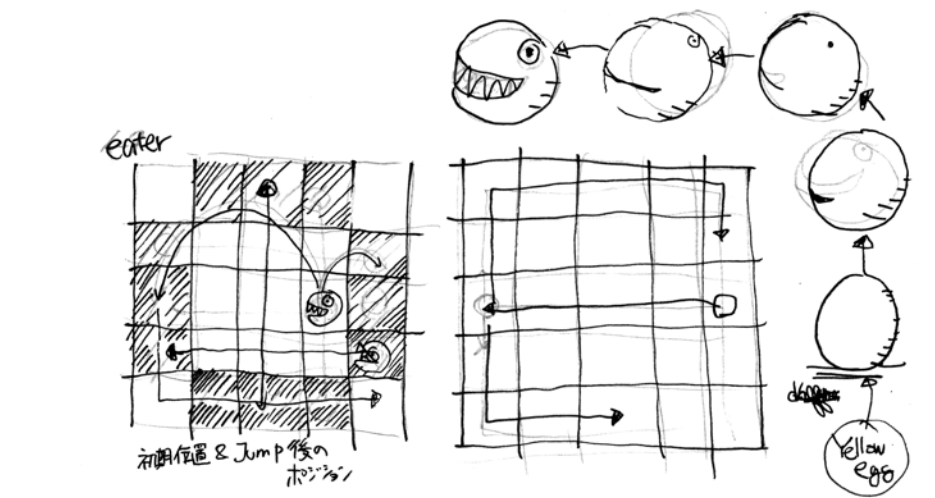
IGF 2012



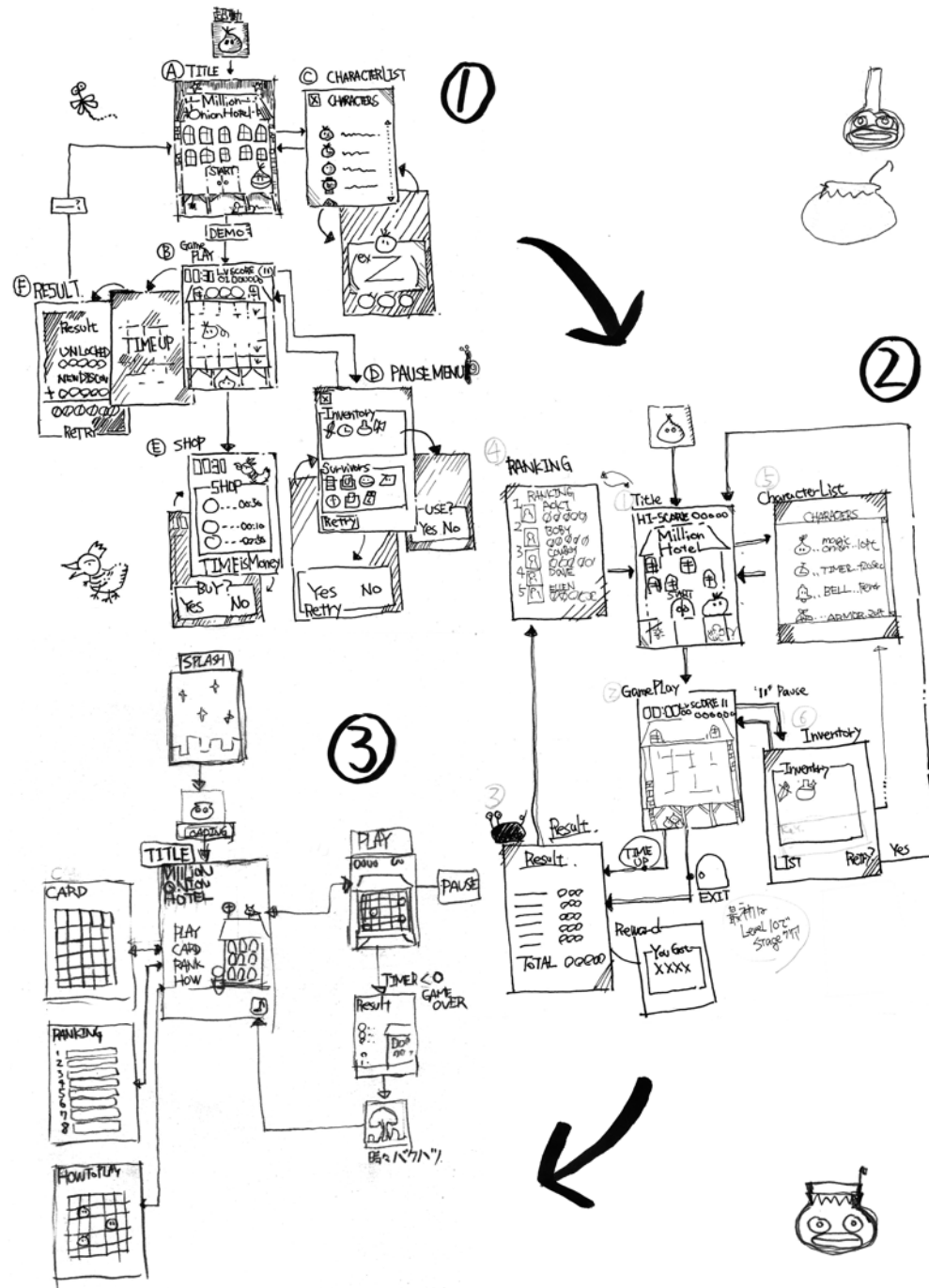
My game design sketch book



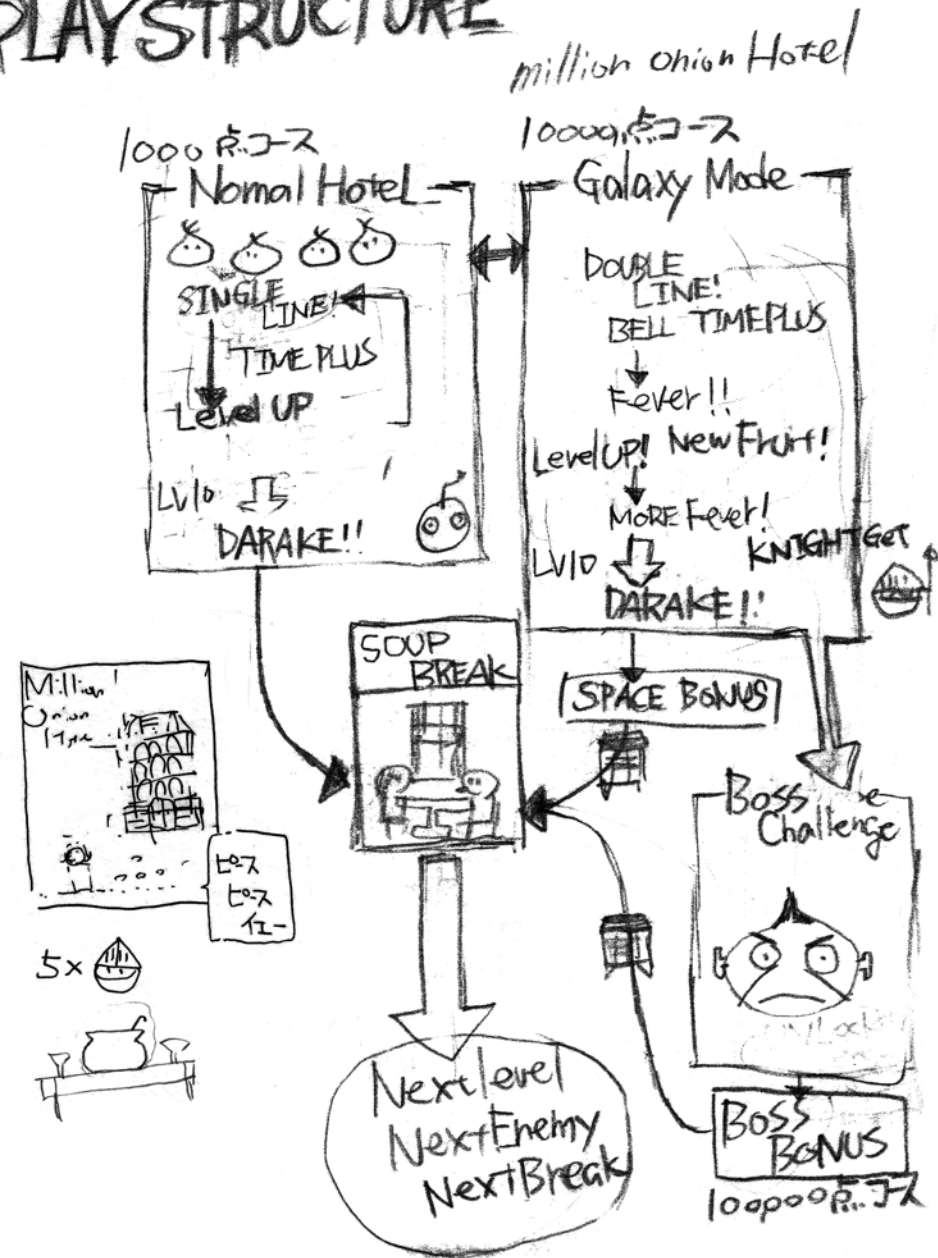
My game design sketch book



My game design sketch book



PLAYSTRUCTURE



My game design sketch book

LVL 1
 LVL 5
 LVL 7
 LVL 8
 LVL 10
 LVL 11
 LVL 12
 LVL 13
 LVL 15
 LVL 20
 LVL 20
 LVL 40
 LVL 60
 LVL 80
 LVL 100

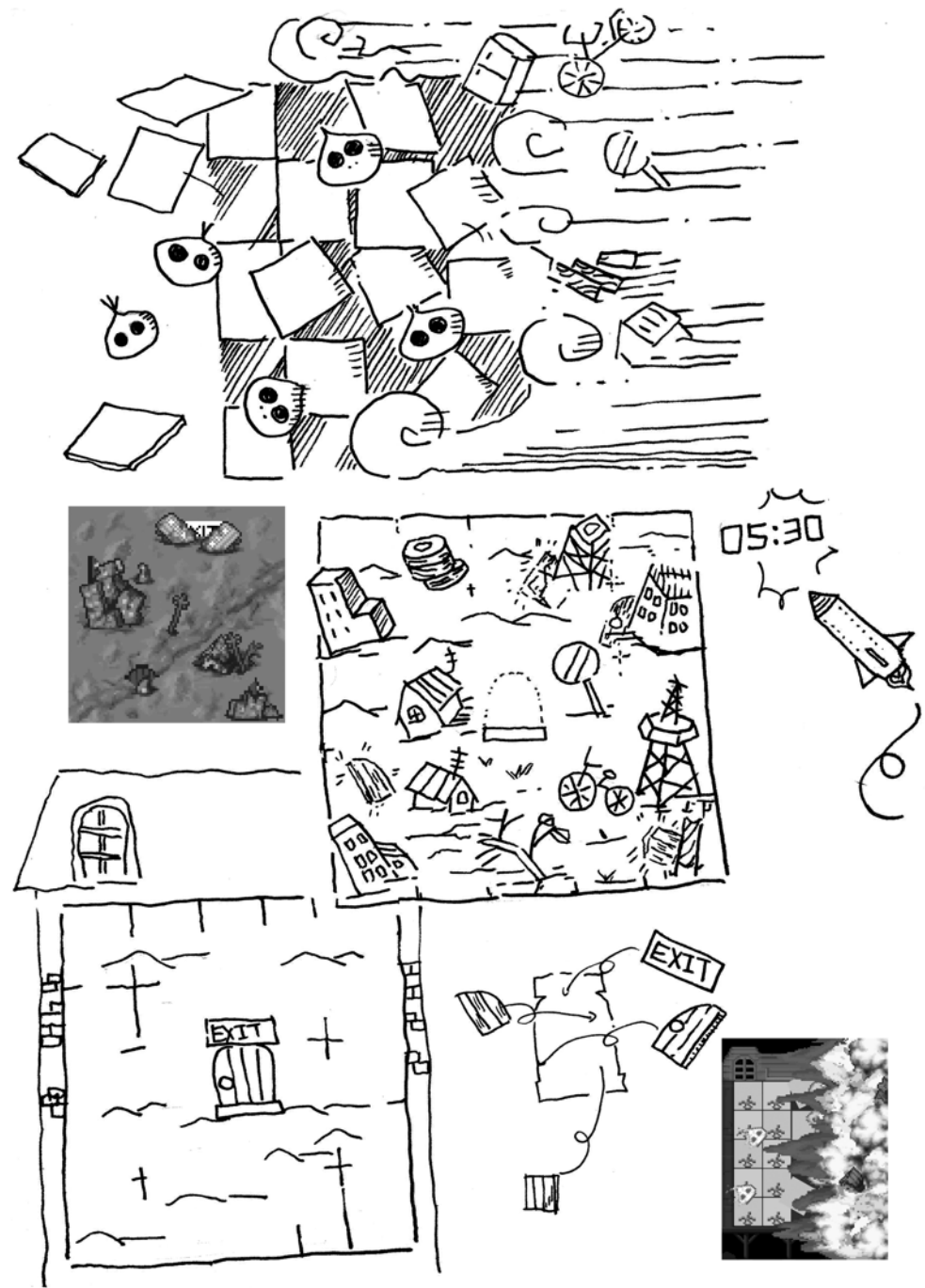
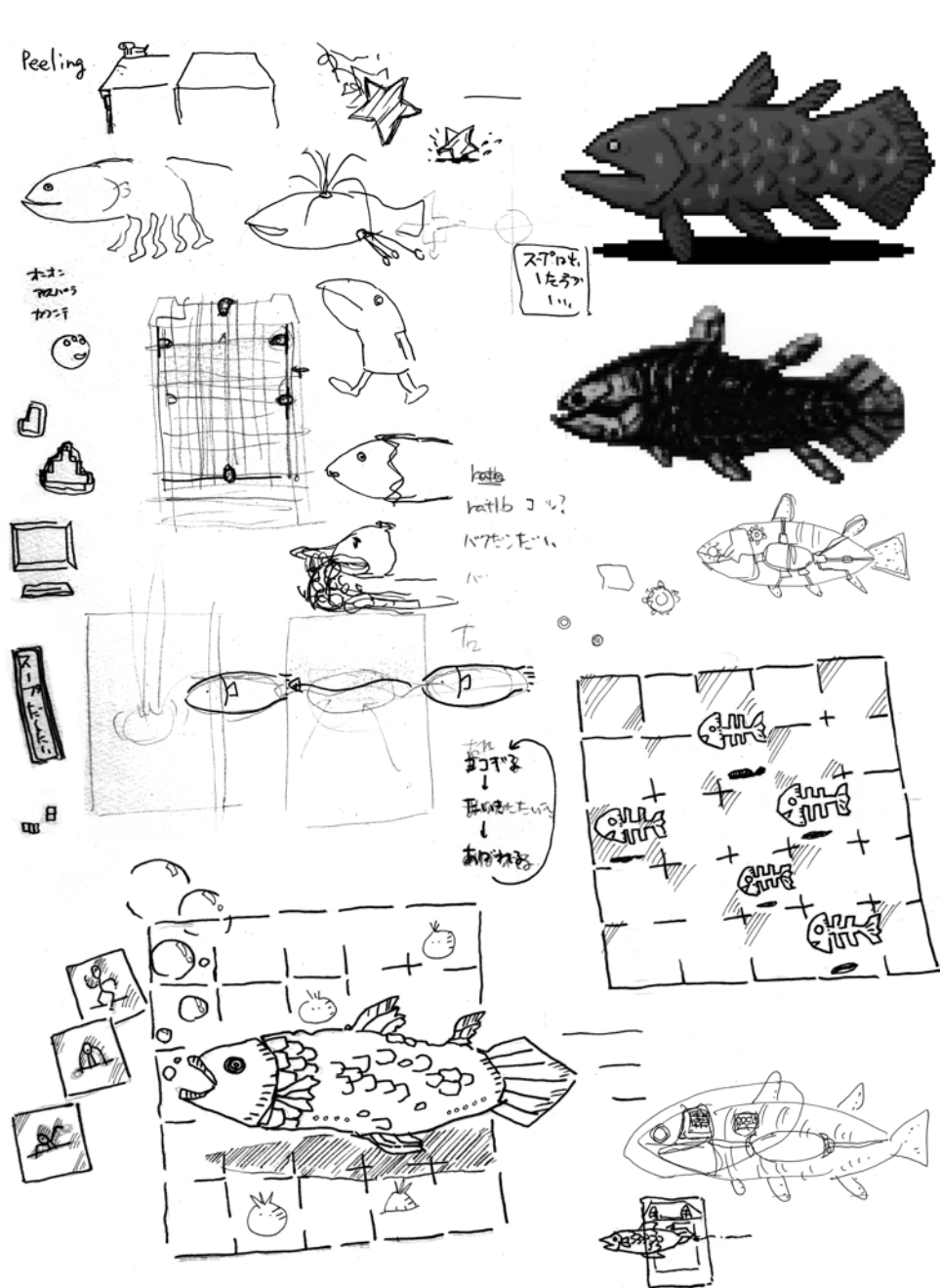
HIDDEN CHARACTER 7 (35)
 Onions 4 (20)
 BOSS 1 (5)
 DRAMA COFFEE BREAK STAGE 1 (5)

New Onion
 ALL
 Bossbook
 BOSS STAGE
 DRAMA STAGE
 Hotel?
 DIAMOND & HOTEL ILLUSION
 MISSILE & DIAMOND
 RAT WAR 1 & DIAMOND
 MORE RAT WAR 2 DIAMOND
 Peace Robot & Nuclear Bomb

1
 2
 3

COFFEE BREAK
 DEMO 1
 DEMO 2
 DEMO 3
 DEMO 4
 DEMO 5
 DEMO 6
 DEMO 7
 DEMO 8
 DEMO 9
 DEMO 10
 DEMO 11
 DEMO 12
 DEMO 13
 DEMO 14
 DEMO 15
 DEMO 16
 DEMO 17
 DEMO 18
 DEMO 19
 DEMO 20

My game design sketch book





2014 BitSummit IndieCade Happy days!



But then this happened...



**We decided that we should
finish Yamada-kun first**



**It was just like the Man in Black who
sneaks into Yamada-kun's room**



Released on January 17 2017



Million Onion Hotel BitSummit2017

**Made from scratch, without using
a game engine**

**Smooth animation
Good sound
Initializes quickly**

**This build was like a
brand new game**



**It may be for mobile, but
this is a real video game!**

- **Replayable action puzzler**
- **Good music**
- **Good pixel art**
- **Simple controls**
- **A strange story**
- **No micro transactions**
- **No Advertise in game**
- **Lots of onions**





Where is Treasure Island?



Which would you like?



Now on sale

Thank you very much



Onion Games