

Founded in 2011

Sonappa is a specialist developer of games for tablet platforms. Aiming at the iOS platform first and spreading to Android initially, depending on market potential.

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Product Plans

Sonappa has yet to enter the market as it seeks to raise initial capital to develop three multiplayer combat games on tablet platforms. Both games will have a comprehensive single-player story.

The first game, codenamed Alien Salvage, is a real-time-tactics 3d isometric third-person shooter with a investigative storyline involving a special tactics unit employed to defend against a hostile alien incursion. Multiplayer aspects will be developed for later updates and will include squad-level skirmish between human and aliens.

The second game, codenamed Furukontakuto (j: full contact), is a 3d third-person platformer borrowing elements from fighting and shooter games and blending parkour action and a gripping results-based storyline. Multiplayer will involve speed- and attrition-based levels to provide an active combat arena.

The third game, Zombi, is a real-time-tactics 3d isometric third person squad-level shooter with goal-based development and a survivalist single player plotline. Based on the RPG, Zombi, the player will have to progress through a zombi-infested post-apocalyptic city. In multi-player, players will act in concert or in competition for resources in a semi-persistent universe.

Management

Matt Johnston - Game Concepts and Direction

XXX XXXXXX - Technical Director

XXX XXXXXX - Creative Director

Requirements

The initial estimate for development is approximately £X per game, depending on other founders, equity incentives and technical considerations.

Get In Touch

For more information, email mattj@cimota.com