

KITCHEN RIVALS

OUTERSLOTH FUNDING PITCH • EXAGONSOFT

Build your restaurant. Master the kitchen. Win the city.

The fantasy

A cooking game where the kitchen is only the beginning.

- Run a hands-on restaurant service under pressure.
- Turn earnings into a stronger, larger restaurant.
- Win customer loyalty and build culinary prestige.
- Compete with rival restaurants for the appetite of an entire city.

ONE-LINE PITCH

Restaurant management + hands-on cooking + citywide rivalry.



Kitchen Rivals at a glance

GENRE

Cooking / Management

Hands-on service wrapped in a growing restaurant business.

PLATFORM

PC first

Designed for an initial premium PC release.

STAGE

Playable development build

Core cooking and service loop already exists.

TARGET

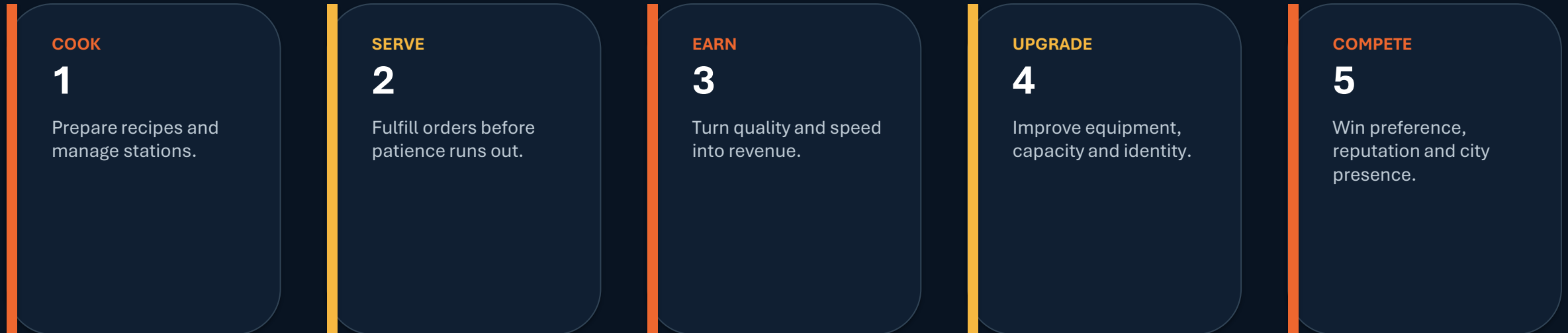
August 2027

Conservative funding-plan release window.



Core loop

Every service feeds the restaurant. Every restaurant feeds the city.



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- The loop is intentionally readable in minutes, but expandable through progression, districts and rivalry.

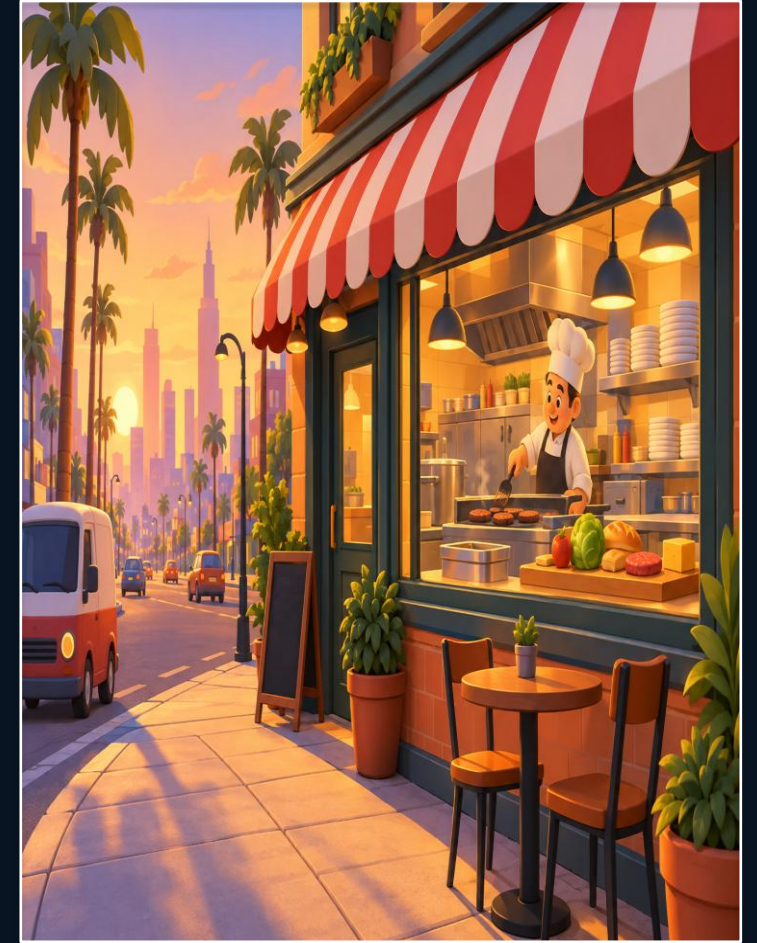
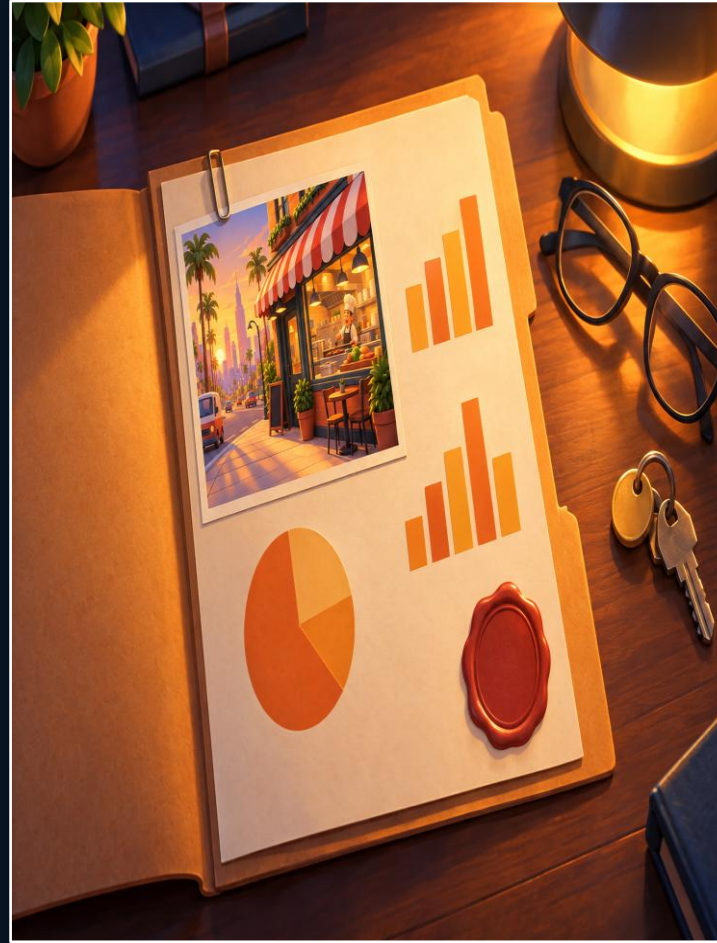
Hands-on kitchen gameplay

The player does the work — this is not a menu-only management sim.



- Ingredient preparation and station interaction.
- Recipe assembly and order fulfillment.
- Time pressure, sequencing and kitchen flow.
- Rewards tied to service quality and speed.
- Designed to become more chaotic as the restaurant grows.

From first key to city icon



- Open → operate → earn → reinvest → expand.

The city is the metagame

Restaurants compete for people, reputation and opportunity — not just score.



Why Kitchen Rivals is different

COOKING YOU CONTROL

Moment-to-moment kitchen execution remains central.

A BUSINESS THAT GROWS

Service performance has consequences beyond the current order.

A LIVING CITY

Customer preference and districts create a larger strategic layer.

RIVALRY WITH PURPOSE

Competition is tied to restaurant identity, prestige and city presence.

- The goal: keep the immediacy of a cooking game while giving players a long-term reason to care about every service.

What already exists

Funding is for finishing and raising quality — not discovering whether the idea works.

- Playable Unity project
- Core cooking / recipe loop
- Customer request flow
- Reward / earnings logic
- Established visual identity
- Public Kitchen Rivals Desk
- Development-demo release path
- Steam launch preparation underway



CURRENT PRIORITY

Content production, presentation quality, management systems, city progression and release readiness.

Funding request

A focused completion budget built around specialized production help.

REQUEST

\$50,000 USD

To take the existing playable project to a commercially shippable PC release.

3D Art & Environment



\$12K

Engineering



\$12K

UI/UX & 2D



\$5K

Audio & Music



\$5K

QA & Playtesting



\$4K

Infrastructure & Tools



\$3K

Localization



\$2K

Marketing & Launch



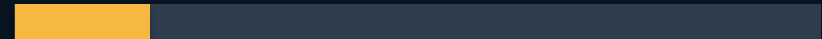
\$4K

Store / Release



\$1K

Contingency



\$2K

What the money changes

Funding buys production capacity where a small studio benefits most.

ART CAPACITY

More restaurant props, equipment, environments, characters and optimized production-ready models.

PRESENTATION

A final UI/UX pass that makes the management layer readable, responsive and commercially polished.

AUDIO IDENTITY

Original music, kitchen feedback, ambience and UI sound that make service feel alive.

RELEASE QUALITY

External QA, localization review, infrastructure and enough buffer to stabilize rather than rush.

- ExagonSoft keeps engineering direction and production ownership internally; specialists close the quality gaps.

Production timeline

October 2026 → August 2027. Built with stabilization time, not just feature deadlines.

OCT-NOV

Foundation

Content pipeline,
UI architecture,
restaurant
systems

DEC-JAN

Expansion

Management
progression, city
layer, art
production

FEB-MAR

Rivalry

Competition
systems, content
depth,
multiplayer
groundwork

APR-MAY

Feature Complete

Content lock
target, polish,
performance

JUN-JUL

Release Candidate

QA, localization,
balancing,
regression

AUG

Launch

Final fixes, store
release, launch
operations

Milestone gates

Each phase should leave something demonstrably better, not merely 'more complete'.

M1

Production foundation — Stable content pipeline + revised UX direction

M2

Restaurant progression — A service clearly feeds upgrades and business growth

M3

City & rivalry — Player actions affect preference, prestige and competition

M4

Feature complete — All launch-critical systems present and integrated

M5

Release candidate — QA/localization/performance pass with no major blockers

M6

PC launch — Commercial build + store presence + support plan

ExagonSoft

Small, product-driven, and already building.



- Independent software studio developing Kitchen Rivals.
- Core game engineering and direction remain internal.
- Existing project infrastructure, branding and public product presence.
- Funding is used selectively for specialist art, UI, audio, QA and localization.
- We want capital and creative independence — not a production hand-off.

FIT WITH OUTERSLOTH

A hands-off funding relationship matches how we want to finish the game.

Release path

Build an audience while the game gets better.

GAME DESK

LIVE

Public home for the game and development story.

ITCH.IO

DEMO

Playable development build and feedback loop.

STEAM

COMING SOON

Wishlist destination and PC launch storefront.

COMMUNITY

GROWING

Devlogs, short-form media, playtests and creator outreach.



KITCHEN RIVALS

Build. Cook. Compete.

Funding request: \$50,000 USD

Initial platform: PC

Estimated release: August 2027

Developer: ExagonSoft

kitchenrivals.exagonsoft.uk