Byte Fiends

A Tamagotchi point-and-click game with a horrifying twist. Take care of your digital pet before it takes care of you.

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30
days to go

Video Games   Sudbury, Canada

Back this project

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All or nothing. This project will only be funded if it reaches its goal by the campaign deadline.

Kickstarter connects creators with backers to fund projects.

Rewards aren't guaranteed, but creators must regularly update backers.

You're only charged if the project meets its funding goal by the campaign deadline.

Campaign	Rewards	FAQ	Updates	Comments	Community

Story

Welcome to the Byte Fiends Kickstarter!

Check out the Game Demo Here: Itch.io Steam Epic

Byte Fiends is a horror Tamagotchi simulator where you interact with small digital creatures, keeping them entertained and happy.

Each Byte Pal has its own personality and storyline that they follow, with the player's interactions deciding which of two endings they will get per character (collect them all to unlock one mystery ending).

Watch as the cute digital creatures in your device turn into little monsters that are set on destroying themselves, each other, and/or the world.

Byte Fiends is a point-and-click game, limiting the character to clicking on buttons and upgrading the Byte Buddy Device in the shop.
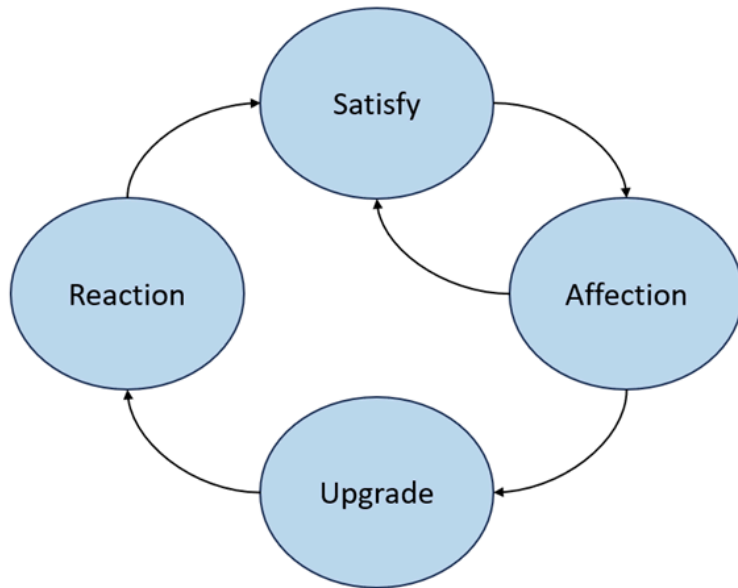
Satisfy

Interacting with your Byte-Buddy by simply pressing the interaction buttons will allow you to satisfy the creatures needs, be it though play, dancing, or feeding—I mean eating.

Affection

Every need that the player fulfils for their Byte-Buddy will earn them Affection Points, which can be used to perches upgrades.

Upgrade

Upgrades—such as new technological devices, or attachments for your current device—can be bought with Affection Points.

Reaction

Depending on your upgrade choices, your Byte-Buddy will react in a way that thrills or horrifies the player. The Byte-Buddy will then demand more.

A Byte Buddy is the device that your Byte Pal lives in. There are multiple different models, all based on the pet you have.

Byte Buddy Basic

The Byte Buddy Basic is the starter device, where your character is "born". All models after this have an existing character living within them, but if you move your Byte Buddy Basic pet into the new device, the personality and stats of that character will be transferred to the more advanced device.

Byte Buddy Advance

The Byte Buddy Advance is the next stage after the Basic. This model has a multitude of add-ons like the Play, Body, and Mirror. Another Byte Buddy Basic creature that is not a match to the live-in one mustn't visit, as it will corrupt the system. Two friends must have the same model of Byte Buddy in order for their Byte Pals to visit and play with one another.

Byte Buddy Home

The Byte Buddy Home is the most advanced of the systems, allowing the user to use it as a day planner on top of being a fun toy. The dock that can be bought for the system allows the user to connect their Byte Buddy to the internet so that they can play virtually with others around the world.

In the demo, we have Teo, with Zilly visiting. In the full game, we will still have Teo and his three endings, but we will also be adding Zilly with her two endings, and Neo with her two endings.

Teo

Teo is a chinchilla-inspired creature that loves eating, playing with his ball, and dancing. He's a sweet little guy with some pretty sharp teeth.

Zilly

Zilly is an axolotl-inspired gal who's haunted by the loop of demise she faces in Teo's game-loop. She struggles to move past that time, but with the player's help, she might be able to grow.

Neo

Neo is a jackalope-inspired pal who is very focused on self-beauty. With interactions like tea party, admiring self, and makeover, this character is designed to be fun and expressive when it comes to self-beauty.

In the expanded goals, you will see that there are four more characters to unlock. Saroph (a fox-inspired Byte Pal), Juk (a wolf/dog-inspired creature), Lula (a weasel-inspired gal.), and Clay (a rabbit-inspired pal).


After the launch of the Byte Buddy, it's been nearly impossible for you to get one. They sell out super fast and pre-orders for the next wave have been closed. So, when someone online says they're selling a box of Byte Buddy prototypes, you jump at the chance to get your hands on them.

After returning home with the box, you take one out at random, hoping it's not defective, or just an empty shell, and turn it on.

Chaos ensues. Unlock all the endings to discover the truth about this box of monsters.

The funds are split up between paying the team members (voice actors, coder, etc) and Kickstarter taking their chunk.
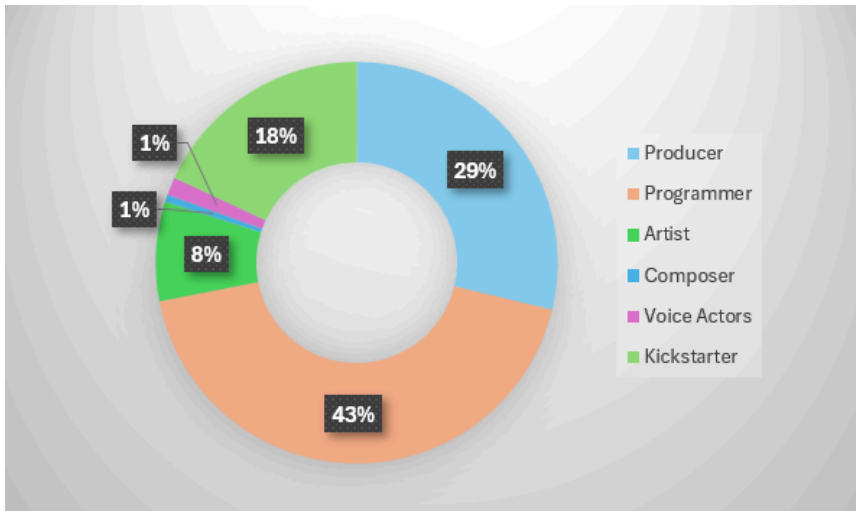
As you can see, the programmer is being paid 43% of the total funds, the producer is making 29%, 18% goes to Kickstarter for taxes and fees, 8% to the artist (for remaining assets), and the final 2% is split between the voice actors and composer.

Byte Buddy Basic

Name in Credits

Steam Game Key

Byte Buddy Advance

Name in Credits

Steam Game Key

Character Art

Digital Backgrounds

Soundtrack

Byte Buddy Home

Name in Credits

Steam Game Key

Character Art

Digital Backgrounds

Soundtrack

Beta Access

In-Game Accessories

ARE THERE
Stretch Goals?

We do indeed have stretch goals!

Every $2000 we raise over the goal will unlock a new character and two new endings! This cost covers paying

the programmer, character and UI artist, voice actors, and composer.

$32,000 $34,000 $36,000

After all characters have been unlocked, there will be an unlockable customization option, allowing players to customize their Byte Buddy with different key chains.

<Instert Visuals>

Risks and challenges

Time and money will always be something that will be a challenge when it comes to creatives. Sometimes people get sick, are tired, depressed, or busy. Weekly meetings and keeping people accountable for their tasks and keep the game on track.

Fulfilling physical rewards is a money-eating risk that we've diluted by having the majority of the rewards be digital. This will also cut back on shipping. In regards to physical rewards, we are still having them, but they will only be add-ons.

Learn about accountability on Kickstarter

Questions about this project? **Check out the FAQ**