



Investor Presentation : Update on Sky Candy

(JV game studio between iCandy Interactive
and Lemon Sky Studios)

6 September 2021

Sky Candy – Progress Overview

Background

- Sky Candy is a joint venture game development studio between iCandy Interactive Ltd (ASX:ICI) and Lemon Sky Studios. It is founded in January 2021.
- Lemon Sky Studios is a global leading game art and animation business with extensive AAA game track-records, having worked on many AAA game-titles that include Star Craft: Remastered, Command & Conquer Remastered, Marvel's Avengers, Marvel's Spider-man, Warcraft 3: Reforged and many other titles

Progress Update

- Sky Candy is progressing well, developing its first game-title (that is yet to be named) but with near AAA quality game art and animation.
- Often the process to develop a successful game relies heavily on design components of the game. Sky Candy has excelled in developing an extensive library of characters, environment, character attribute and animation models for the game it is developing.
- The game is almost being prepared into a playable alpha version soon. The visual progress updates in this presentation will give a good idea on how extensive the design effort Sky Candy has put in for its first product since its inception.
- The management of iCandy Interactive Ltd is very pleased with the progress of Sky Candy and looks forward to its first product.

CHARACTER DESIGN

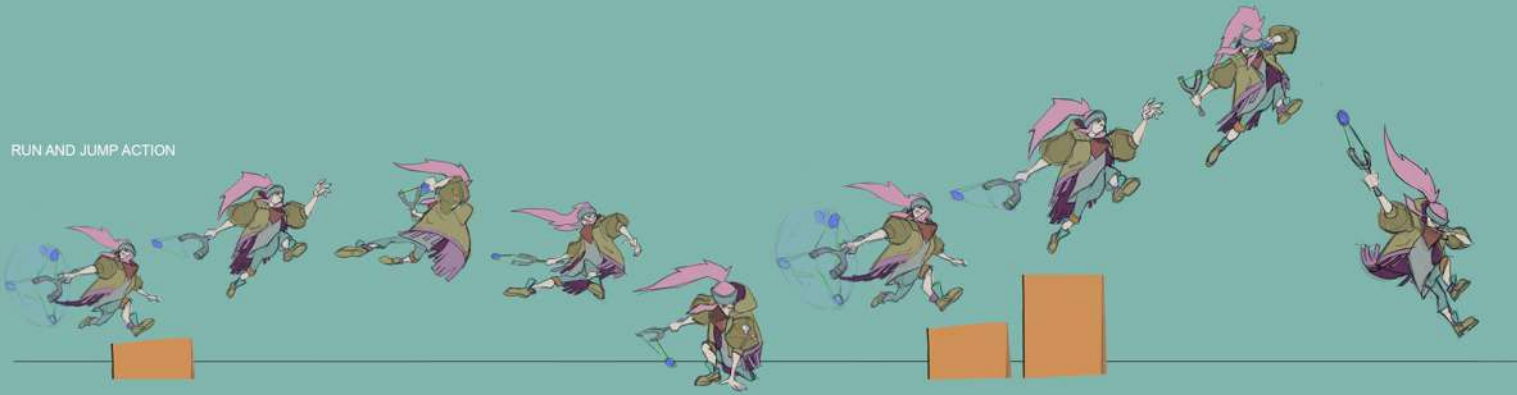


SLINGSHOOTER

MALE
16 YEARS OLD
JAPANESE
SHIBUYA STREET KIDS
LOVE FASHION
LIKE COLLECT STICKER
IMMATURE
ANTI SOCIAL



RUN AND JUMP ACTION



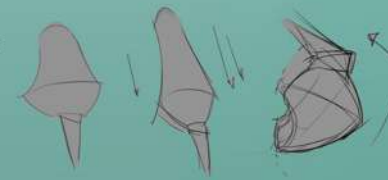
OTHER POSE EXPRESSION



OTHER ACTION POSE



ARM STRETCHABLE



AGGRESSIVE

NORMAL

STRESS

DISAPPOINTED

HAIR REPRESENT EMOTION



CannonBall



scaling comparison



(characteristic loading screen action)



CannonBall Putter

character weapon option



Pool ball + bomb



optionB

bowling + bomb



optionC

football + bomb

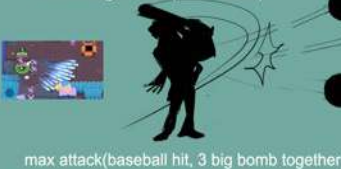


optionD

(characteristic loading screen action)



Ingame fighting action



optionA

optionB

optionC

optionD

personally i will prefer optionA

Blow piper

previous version



Blow piper
Weapon - tiny flying nail
Shooting distance - 10/10
Shooting speed - 9/10
Projectile style - straight
Damage area - 0/10
Damage - 3/10
Character Moving Speed - 10/10

Approved Character



ENVIRONMENT DESIGN



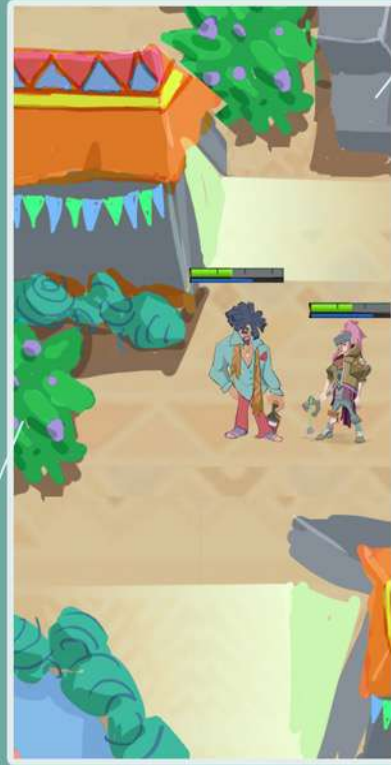
character can walk through it
only got the smallest step can go up

A.



B.

portal A



portal B

can hide inside and other player can't see it
attack can go throw the plants



C.



player home

D.



+ 10% damage +5 sec

is like a portal, from portal A to portal B

*idea for this 4 version is like a miniature of bohemian house

inspiration reference



ENVIRONMENT DESIGN

A.



B.



C.



ENVIRONMENT DESIGN

Environment

A Full Map Development Test

Original Idea



attack can go throw the plants
character can walk through it
can hide inside and other player can't see it

Option A



main battle area

area for getting attack/defense power



hidden area



explode

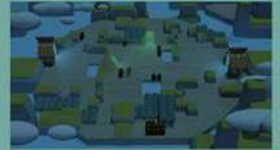


hidden area
don't want show so clear
we can go through here



phone ingame

Option B

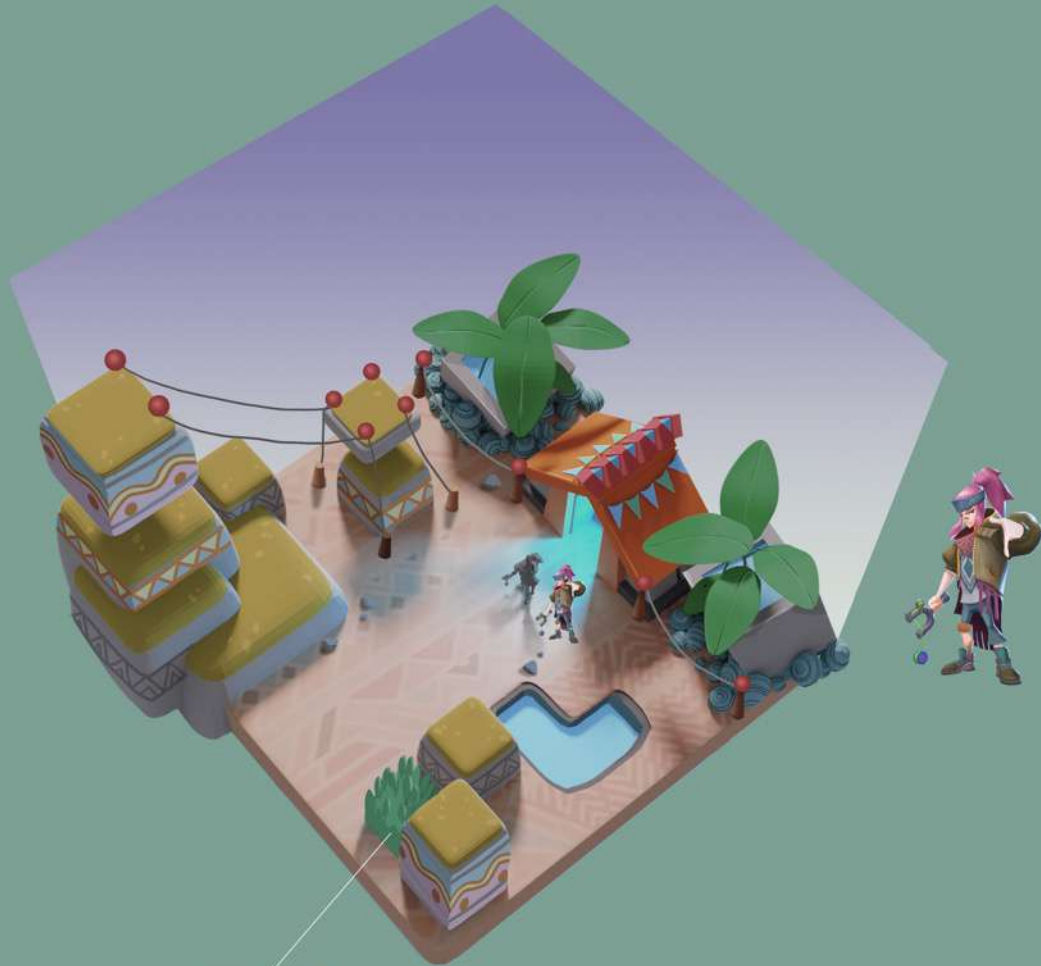


phone ingame



B portal can go to A portal

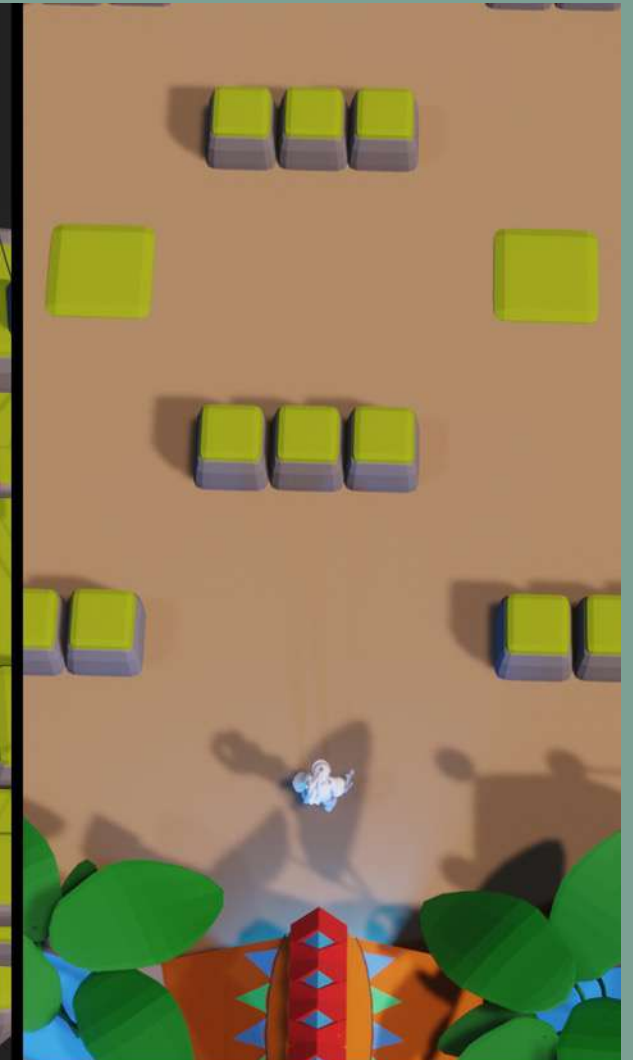
ENVIRONMENT DESIGN



attack can go throw the plants
character can walk through it
can hide inside and other player can't see it



Full Map



close up game play

In Summary



- 1 Sky Candy is developing visually stunning rich design for its new game
- 2 Sky Candy adds a new AAA dimension to iCandy's product ability
- 3 Sky Candy's new game will be a much-anticipated exciting development for iCandy's extensive gamer community

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Thank You

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