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Story Pitch - Ang Gagamba Ko (My Spider)

For many generations, an island nation has lived in harmony with spiders, both in work and play. But the years pass, and things change; people, places, and technology have grown and evolved. Spiders are less integrated into the people's work as various machines serve as a replacement. Competitions that involve spiders fighting along magical branches from specially cultivated trees by their human companions remained popular, however. A large tech company from outside the nation has found residence and seeks to establish themselves as researchers for bot-like insects that could replicate them in their likeness. With the company's presence and goals made clear, a nation now finds themselves adrift, uneasy of what this means for their future. The protagonist—a customized teen to young adult avatar—in fear of what this company really plans to do, wants to try and put a stop to their plans alongside their spider friends to protect the people and nature of the place they call home.

Ang Gagamba Ko (My Spider) is a single player turn-based creature collecting RPG inspired by games such as Pokemon and engine-builder card games. In this game players will travel through a rich and diverse landscape, collecting and taking care of an assortment of fantastical spiders. Battle both friend and foe in spider-to-spider competitions, carefully cultivating your branches and your foes' branches to shift battles in your favor with deckbuilding elements.