

Video Game Pitch Document

Title

- Game Title: (Pop Attack!! Just like Balloons Tower Defence!!)

Concept Overview

- Elevator Pitch: (Our game brings fun to wave games, by giving you multiple characters to use, and watch as they pop many balloons! It's unique because of the way the game is formatted, everything is made from hand, and isn't pulled off of the web.)
- Genre: (Tower Defence)
- Target Audience: (This tower defence game is targeted for anyone of any demographic. It is easy to play game that is fun)
- Core Gameplay: (The primary mechanic is mouse press.)

Story and Setting

- Narrative Summary: (Bloons are attacking your land and you have to fend them off.)
 - World/Environment: (The game is set in a grass field with a cart path. The balloons follow the cart path to the village.)
 - Key Characters: (Monkey; shoots darts and is the cheapest character. Cannon; shoots cannonball and does more damage than the monkey.)
- #### Gameplay Features
- Core Mechanics: (List the main gameplay mechanics players will engage with. Be specific.)
 - Controls: (Explain the control scheme and platform considerations.)
 - Unique Selling Points: (Our game is going to be free, and very easy to access for all players. The game will also be relatively small so it will be easy to download.)

Art and Sound

- Visual Style: (Our art direction is pixelated. It is similar to other pixel games, but still has all the necessary details.)
- Audio Design: (We will have a calm relaxing background music with nice bongos, and a jungle vibe!)

Market Research

- Competitive Analysis: (Bloons tower Defence is just like our game. Ours stand out because it is made by a small local group.)

- Player Motivation: (Why will people want to play this game? What emotional or experiential needs does it fulfill?)

Development Plan

- Team Roles: (Who will do what? List members of your group and their responsibilities.)

Cole is the team leader, he manages all of us. Jack M. is our artistic director. Lincoln helps with art and coding. Jack D is the main coder.

- Tools/Software: (What tools, platforms, or engines will you use? E.g., Processing, Unity, Photoshop.)

We use Photoshop and Piskel for art, Processing for coding, Github for storing our repository, and we will sell it on Steam.

- Timeline: (Include a high-level timeline for the project milestones.) Monetization and Distribution (Optional, for advanced groups)

- Pricing Model: We will charge \$1 for the game, along with in app purchases for things such as upgrades and new maps.

- Platform: (The Platform will be PC)

- Marketing Strategy:

Purchase ads online.

Mockups and Illustrations

- Include any concept art, sketches, or prototype screenshots that illustrate your ideas visually.

Appendices

- Include any additional information, such as gameplay flow diagrams, level design sketches, or supporting research.