Proposition Statement:

“Misthaven” is a hack and slash adventure game of a fictional world where the hero is tasked with saving many sacrifices from being made to a dragon. It is presented in an 8 bit pixilated art style to represent as a form of inspiration to the older Nintendo games such as Legend of Zelda and Pokémon. The gameplay is also takes inspiration from the older legend of Zelda series with its similar controls.

The game “Misthaven” is intended to target the people who are interested in games with a hack and slash element and wants to destroy any enemies. The game also features a heavily driven story that will appeal to those looking for storytelling and emotional experiences. Since the game is made in an 8-bit style, the game is also targeted to people who have grown up with older Nintendo games and to people who enjoy nostalgic visuals.

The game is targeted to be released as a digital game as a indie title and have been selected to target digital distributers such as Steam, Indie Game Stand, Desura, Indiegala, and GOG.com. Steam is one of the largest digital distributions of pc games in the market who are willing to accept indie titles to sell to the market. Other websites such as GOG.com and Indie Game Stand are also other sources of distribution for our game but have the advantage of not having DRM such as steam to play. The reason we decided to distribute the game to many different sites is because in the pc gaming community, a lot of people are not so keen on the idea of DRM and those who do. We decided to distribute the game with and without DRM in order to please both sides of the community.

To advertise our game, we plan to use websites such as Rock, Paper, Shotgun, PCGamers, and Indie Statik to attract attention for any gamer who is interested in “Misthaven”. We want to advertise our game at major PC game sites in order to allow the majority of the PC gaming audience to play as soon as the game is finished. Some sites that are focused on Indie games are also a choice to advertise the game, as our game is considered an indie title and we could get attention from people who are more interested in indie titles instead of most of the commercial games that are available on the market. YouTube will also be another form of advertisements for our game and we hope to get gaming Youtubers such as Total Biscuit, Projared and FarFromSubtle to show off our game. As of right now, majority of games are able to gain recognition due to Let’s Players and Gaming Channels. Such games that have received recognition includes games such as Minecraft, Amnesia the Dark Descent and Fez

The game will be available to the market once the game is bug free and complete. We also want to make sure the game is the best version possible to meet both our plans and the expectation that gamers want to see the game in. We also plan to be honest with people that are anticipating the release of the game if technical difficulties or certain situations were to arise that could cause issues to the development and release date of the game.