Project Pitch

**Team Name:** (ง'̀-'́)ง

**Team Members:**

Amanda Truong - main graphic designer

Anna Khachaturova - main developer

Courtney Higgins- main game designer

# IDEA 1:

**What are you trying to build?**

A turn-based RPG game with a focus on grinding levels and gear.

**Why are you building it?**

All three of us are interested in game development and are interested in the industry. We want to build a game very similar to older RPG’s with a new modern twist to give people a nostalgic feeling while also experiencing something new.

**How are you going to build it?**

A more open world feel similar to Final Fantasy 1. All models will be sprites and users will control a party of 4 that will level up through skill trees to decide their abilities based on the class of that party member. There will be boss fights that have a chance of dropping pieces of gear that will increase a party members strength. There will be a basic story line to guide the user on where to go.

# IDEA 2:

**What are you trying to build?**

A web-based fantasy pet raising game where a user will play solo, but have the ability to trade with other users.

**Why are you building it?**

All of us have an interest and experience in web based content as well as an interest in game development. We want a game that allows a user to be able to enjoy is solo or with friends. We also want people to be able to make friends through this game.

**How are you going to build it?**

Each user with have an account with their information and game details. Models will be 2D and much of the user experience will be in the interface and menus. Users will be able to trade resources with other players. They will have to feed and care for their specific pets.