**Game Overview:**

1. **Introduction:** Today, we would like to present you with the opportunity to be the first to invest into our studios latest project, Castle Smashers!

**(Insert Title Screen)**

**2. Game Description:** Castle Smashers is a 1 on 1 fighting game designed for PC targeted for ages 10 and up . You may choose between one of the 6 available characters to battle it out on one of the 3 custom maps available. Choose your characters with caution, and use their special abilities wisely to try to outplay your opponent!

**3. Features:**

* **Knockback tactics**: Some characters in the heavy hitting category( Orc and the Viking) contain a special attack that when launched against enemies, will send them flying further back than a regular melee attack
* **Falling off map:** Some of the custom maps contain killzones, making the characters more aware of where they move around in the map
* **Projectiles:** Certain characters( Archer and Wizard) use projectiles as their main attack, such as the archers main attack would shoot arrows, as the wizard shoots out fireballs
* **Special Abilities:** Most characters contain special abilities such as the tanks and the range category. The ork and viking are listed in the tank and contain the knockback special ability. The wizard and the archer are listed in the range tier and contain
* **Cooldown after abilities:** After special abilities are used, there will be a cool down timer until the next special ability can be used in order to eliminate

**Team Size:**

* **5 people: $4000**
  + **1 coder: $1200**
  + **1 UI Artist: $600**
  + **1 Artist/animator: $800**
  + **1 Project Manager/ Animator: $700**
  + **1 Level Designer/ Concept Artist: $700**

**Timeline to beta:**

* **3-4 weeks: Working Demo**

**Monetization:**

1. **Detail FTUE: Tutorial mode will be advised in the beginning of the game to get you used to the feel of the game. Quick pop up tips will also show to ensure you know almost every aspect there is in the game**
2. **Detailed Store Page:**

* **Items:**
  + **New Characters ( No tactical advantages)**
  + **Skins (Single skin)**
  + **Skin Packs ( Include up to 3 skins)**
  + **New Projectiles ( For Characters that shoot projectiles)**
  + **Specific Character Cosmetics ( Example: Gold shield and sword for the knight instead of basic grey)**

**3. Retention/ Engagement Plan:**

* **Updates**
* **In Game Challenges**
* **Deals in Item Shop: Deals in the item shop can contain bundles made up of everything in the item shop**