Name: \_\_\_\_\_\_\_\_\_\_

CCA – Part One – Pitch Deck

In the first part of your CCA, you will be creating a pitch deck for the video game that you will be creating. I have attached a webpage full of pitch-deck examples. Feel free to use them as exemplars to structure your own pitch deck.

<https://vip.graphics/video-game-pitch-deck-examples/>

<https://viktori.co/game-pitch-deck-guide-and-template/>

In your pitch deck, you must include the following elements:

1. Overview
2. Features of the Game
3. Concept Art
4. Target Audience
5. Comparison Games
6. Why Choose Our Game/Invest
7. Estimated Production Timeline