

Afro Disco

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The image features five identical grey humanoid figures with blue, textured heads. They are positioned on a floor made of large, colorful squares in shades of red, yellow, green, and blue. Each figure is in a different pose, suggesting a dance or a sequence of movements. The figure in the center is holding a large, blue, textured sphere above its head. The other figures have their arms raised in various ways, some pointing upwards. The background is black.

**Dance your friends into
submission in the game where
chess meets Smash Brothers**

Why Afro Disco is Literally the Best

- Accessible Theme
 - Dancing not killing
 - Moves not weapons
- Casual or Competitive Multiplayer
 - Hearthstone chat, minimised toxicity
 - Match making
 - Global and leaderboards - Compare against your friends
- Turn Based
 - Don't need reflexes, can take your time
- Chess meets Smash
 - Complete information tactical game
 - Goofy theming, casual support

Easy to Play, Difficult to Master

- Easy to read gamestate
 - No health bars, no obscured fighting mechanics
 - Literally dance to shove your opponents off the stage
- Customizability
 - Choose from 4 eras and 24 unique dance moves
 - Create your own 'deck'...
- Just like real dancing
 - Less muscle strain
 - More fun
- Historical accuracy
 - Michael Jackson would be proud

**So are you ready
to dance?**

How it Works

- One Lead Dancer, four Backup Dancers
- Move all Dancers each turn
- Perform Dance Moves at any time during your turn
 - Dance Moves require specific Dancer arrangements
 - Build your “deck” of Dance Moves before the game begins
- Try and push your opponents off the Dance Floor

Dance Moves

- Each game will only include a small number of Dance Moves
 - Either 8 or 10, depending on testing
 - Players can see all selected Moves (including their opponent's)
- Much larger pool of Dance Moves to choose from
 - Customisation
 - Progression through unlocking new Moves
 - Feeling of ownership
 - Player expression

**But what about
actually selling it!?**

Targeting the Audience

- Target market: People who want to play tactics games but have bounced off
 - Skews female, tactics/strategy games are usually targeted male
 - Age range is fairly wide, probably mid teens to late thirties
- Theming
 - Accessible to large variety of ages
 - Broad gender appeal, skewing more towards female
- Mechanics
 - Player facing, no hiding stuff
- Short rounds
 - Most people in our target market are too busy for long sessions

That's the pitch