

# Game Pitch Document

Vanesa Bodnárová, xbodnav00, 269508

**Title:** Smooth Opurrator

**Genre:** Narrative-driven adventure

**Style:** 3D, mix of cartoon and realistic style

**Platform:** PC, Nintendo Switch

**Market:** All players 15+

**Elevator Pitch:** A smooth operator, silently pulling the strings — never spill your secrets in front of a cat.

## The Pitch

### Introduction

An emotional, narrative-driven adventure with light survival elements, where players live the life of a stray cat in a living village. By completing context-based tasks and making meaningful choices, players influence not only the cat's relationships and fate but also the lives of the people around it.

### Background

There are many stray cats in cities nowadays, and I'm sure they live very interesting, adventurous, and sometimes dangerous lives. What if, for once, you could step into their paws? Just as we can change the life of a rescued street cat, in this game the cat can, in turn, change the lives of the people.

### Setting

The game takes place in a lively village where every corner hides a story. Players control a stray cat, navigating streets, rooftops, and hidden alleys, seeking food, shelter, and safety. Along the way, the cat encounters villagers, overhears their conversations, and can choose to help them in small ways—bringing lost items, reuniting friends, or easing conflicts. Completing these tasks affects both the cat's survival and the lives of the people around it. Over time, players decide the cat's path: joining a loving home, moving freely between families, staying independent, or ending up in an animal shelter.

### Features

Experience life as a stray cat in a vibrant village, completing daily tasks and helping villagers in subtle ways. With multiple endings, emergent storytelling, and a unique perspective on a world usually overlooked, this game offers an emotional, replayable adventure unlike any other.

### Genre

The Game is a narrative-driven adventure with light survival and life-simulation elements. Unlike typical adventure games, it combines observational gameplay, subtle influence over human interactions, and multiple emergent outcomes, creating a unique perspective on player-driven storytelling.

### Platform

Smooth Opurrator is planned for initial release on PC (Steam and Epic Games Store), with future versions for Nintendo Switch. Being a singleplayer, story-driven experience with light survival elements, the game is designed to be accessible across multiple platforms while maintaining immersive graphics and gameplay.

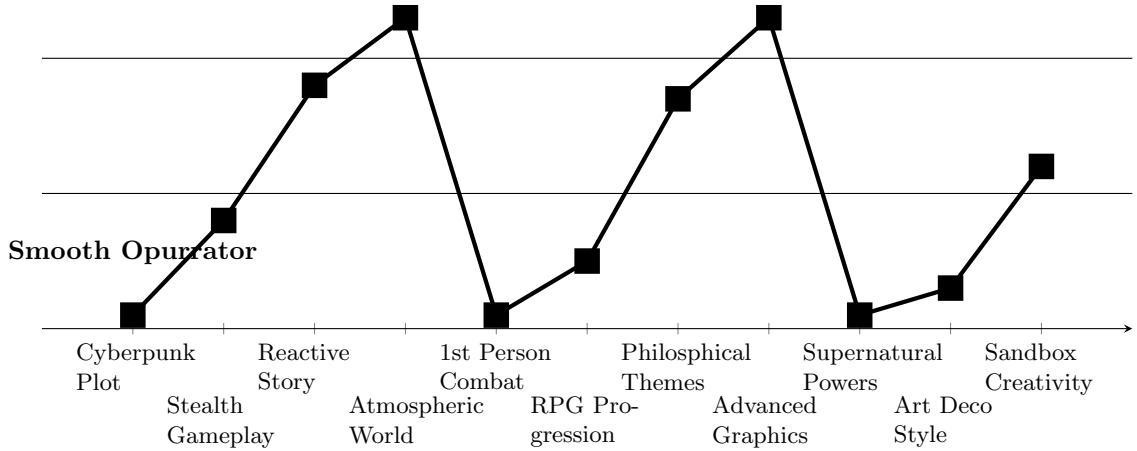


Figure 1: Example value graph for *Smooth Opurrator*.

## Style

Smooth Opurrator takes place in a cosy, vibrant village with streets, rooftops, and hidden corners waiting to be explored. The visual style is inspired by the warm, detailed urban environments of *Stray*, combined with the charming, lively surroundings found in *It Takes Two* and *The Sims 4*. The atmosphere emphasizes small, everyday details, such as flowing laundry, flickering lanterns, and villagers going about their routines, creating a lived-in, immersive world. Soft lighting, natural colors, and a slightly stylized look help convey a feeling of comfort and curiosity, inviting players to explore every nook and interact with the environment as a stray cat.



(a) Style Exhibit 1a.



(b) Style Exhibit 1b.



(c) Style Exhibit 1c.