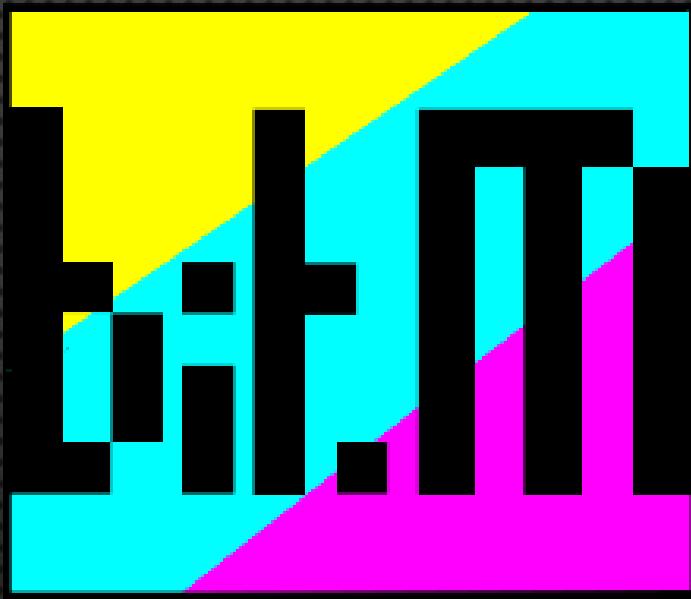


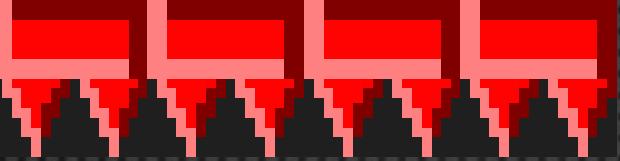
- VIDEO!!!!!!





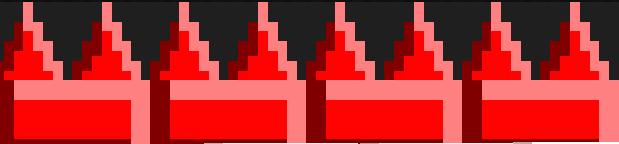
BITMEANDER

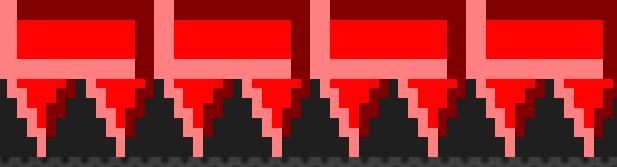
AIDEN WATSON, BEN LLOYD, CHRIS LAMBERT, LIAM CRANNEY,
CALLUM HIGGS, JAMES THOMPSON



THE DEVELOPMENT TEAM

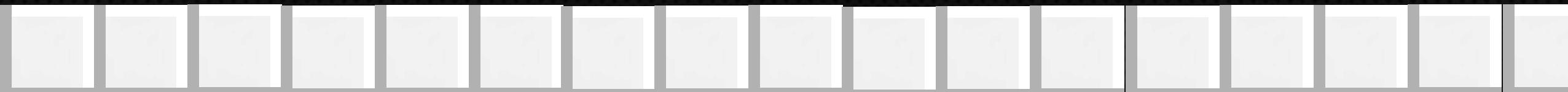
- EACH MEMBER OF THE TEAM IMPLEMENTED DIFFERENT ASPECTS OF THE GAME SPEEDING UP THE TOTAL DEVELOPMENT TIME.
- **AIDEN WATSON** – TEAM LEADER. ART RECOURSES AND TMX TILEMAP LOADING.
- **BEN LLOYD** – DEVELOPER - SCREEN CREATION AND IMPLEMENTATION
- **CHRIS LAMBERT** – DEVELOPER - SOUND FILE CREATION AND SOUND MANAGER IMPLEMENTATION.
- **CALLUM HIGGS** – DEVELOPER - CO-MERGER, ENEMIES(FUTURE), LEVEL IMPLEMENTATION.
- **JAMES THOMPSON** – DEVELOPER - LOGO AND ASSET DESIGN, VIDEO EDITING.
- **LIAM CRANNEY** – DEVELOPER - PHYSICS ENGINE, HEAD MERGER, LEVEL DESIGN AND IMPLEMENTATION.





STORY OF BITMEANDER

- IN A STRANGE REALM BETWEEN SPACE AND TIME KNOWN AS “THE MEANDER”. WHERE INHABITANTS ARE HOSTILE LOST SOULS WHICH CANNOT BE REASONED WITH, THOSE THAT CANNOT ESCAPE, GRADUALLY BECOME LOST THEMSELVES.
- WITH NO MEMORY OF WHERE YOU CAME FROM, ESCAPING “THE MEANDER” IS THE ONLY OPTION, BUT IN THIS STRANGE AND UNFORGIVING 2D REALM, CAN YOU BEFORE LOOSING YOUR MIND?





ABOUT BITMEANDER

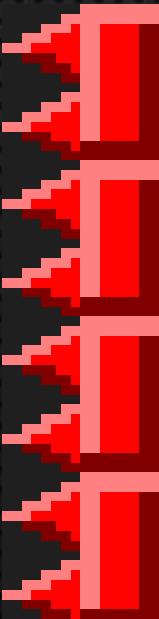
- RETRO 2D PHYSICS PLATFORM PUZZLER
- WE DECIDED ON THE GAME NAME AS BIT – FOR THE 8-BIT DESIGN AND MEANDER – BEING A SYNONYM FOR MAZE.
- SLINGSHOT THROUGH EACH LEVEL TO COMPLETE THE MAZE, SIMILAR TO THE ANGRY BIRDS' BIRD LAUNCHER MECHANICS.
- COLOUR REPRESENTATION HAS BEEN USED THROUGHOUT,
 - THE DESTINATION AND PLAYER ARE BOTH GREEN GIVING VISUAL CORRESPONDENCE.
 - OBSTACLES ARE RED MEANING DANGER.
 - THIS ENABLES PEOPLE TO KNOW THE OBJECTIVE BASED ON COLOUR, MEANING ANYONE CAN PICK UP AND PLAY.





DEVELOPMENT OF BITMEANDER

- THE GAMES LEVELS HAVE BEEN CREATED USING TMX FILES, WHICH ARE EASY TO CREATE AND IMPLEMENT INTO Cocos2D-X. MAKING ADDING MORE LEVEL IN THE FUTURE FAST AND SIMPLE.
- THE TMX FILES HAVE BEEN CREATED USING TILED, A TILEMAP EDITOR.
- PHYSICS ENGINE USED THE Cocos2D-X COMPATIBLE CHIPMUNK.
- ART RESOURCES CREATED IN PIXELEDIT AND PHOTOSHOP.

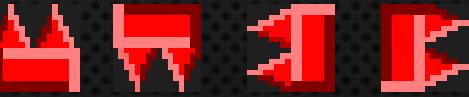
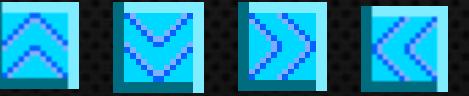


PLATFORM TYPES

- WHITE – REGULAR. THE PLAYER STICKS TO THIS TILE WHEN THEY COLLIDED WITH IT.

- GREEN – TARGET. THE LEVEL IS COMPLETED WHEN THESE TILES ARE LANDED ON.

- PURPLE – OPPOSITE BLOCK. SLINGSHOTS MOVES DO THE OPPOSITE.

- RED SPIKES – DANGER. WHEN PLAYER COLLIDES WITH THESE TILES, THEY'RE DESTROYED AND HAVE TO RESTART THE LEVEL FROM THE BEGINNING.

- BLUE – DIRECTION. WHEN THE PLAYER COLLIDES, THEY'RE THROWN IN THE DIRECTION THE BLOCK POINTS.


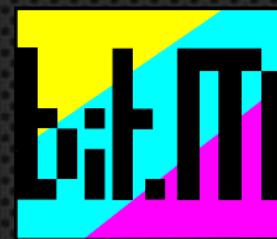


DEVICE PLATFORMS

iOS



Big
Little
World



Windows Phone 8

- CURRENTLY THE GAME IS COMPATIBLE WITH ANDROID, THE MOST POPULAR MOBILE PLATFORM MAKING 30% OF THE WORLD MARKET, WITH A PLAN TO RELEASE ON WINDOWS AND IOS PLATFORMS.
- TABLET/MOBILE, THE PLAN TO MAKE THE GAME WINDOWS COMPATIBLE MEANS WE COULD RELEASE ON TOUCH ENABLED COMPUTERS, A MOUSE WOULD ALSO WORK.
- THE GAME WILL BE AVAILABLE ON THE PLAY STORE AND APP STORE WITH A PLAN TO RELEASE ON THE WINDOWS MARKET IN THE FUTURE.



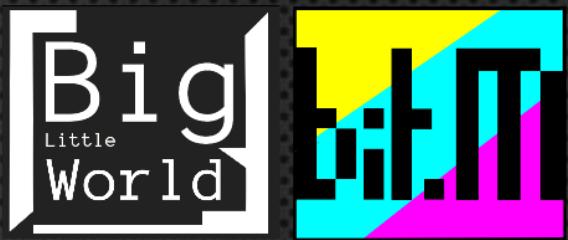
Available on the iPhone
App Store



ANDROID APP ON
Google play



Download from
Windows Store



TARGET AUDIENCE

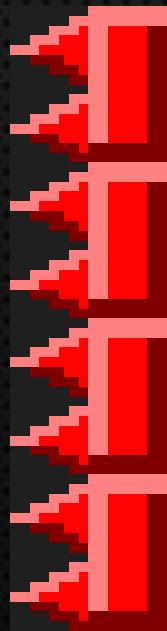
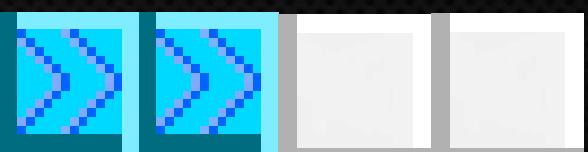
- MALES AND FEMALES AGED 10 – 24 AND 35 - 40 WHO PLAY PUZZLE/TRIVIA/WORD GAMES.
- A STUDY LISTED BY THE GUARDIAN IN 2014, IN WHICH 4,000 UK RESIDENTS WERE ASKED QUESTION ON THEIR GAMING HABITS, SHOWS THAT:
 - 33% SAID PUZZLE/TRIVIA/WORD GAMES WERE THEIR FAVOURITE.
 - 94% PEOPLE AGED 10 – 24 AND 72% PEOPLE AGED 35 – 40 HAVE PLAYED GAMES WITHIN 6 MONTHS.
 - 54% OF RESPONDENTS CITED THEIR SMARTPHONE AS THEIR FAVOURITE GAMING PLATFORM WITH 44% CITING TABLETS AS THEIR FAVOURITE.
 - WE ADDED A SECOND TARGET AUDIENCE AS PEOPLE AGED 35 – 40 ALMOST EXCLUSIVELY PLAY GAMES IN THE PUZZLE/WORD/TRIVIA GENRE.



AGE RATING



- BASED ON THE OFFICIAL GUIDANCE SUPPLIED BY PEGI, WE SUGGEST THE GAME WOULD BE AWARDED 3. AS THE GAME INCLUDES PERCEIVED CARTOON VIOLENCE AND DANGER ELEMENTS.
- THE DANGER ELEMENTS COME FROM RED SPIKES AND FALLING, IF THESE ARE FULFILLED THE PLAYER DISAPPEARS, BUT AS IT'S A SINGLE POLYGON NO OFFENCE WOULD BE CAUSED.
- THE GAME WOULDN'T BE U AS DANGER IS INCLUDED WITHIN THE GAME.

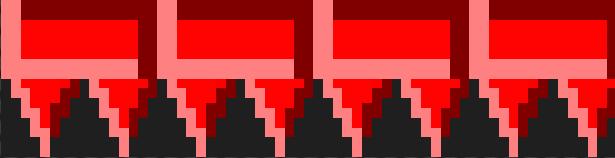




MONEY AND BITMEANDER

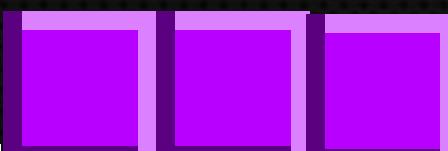
- THE GAME WILL BE RELEASED FREE INITIALLY, THEN THROUGH IN GAME PURCHASES MAKE MONEY BACK A COMMON WAY APPS MAKE MONEY.
- THE PLAYER WOULD PURCHASE A MAP PACK PRICED AT 10P WHICH INCLUDES 20 NEW LEVELS WE PLAN TO RELEASE 5 PACKS OVER THE COURSE OF 5 MONTHS MEANING 50P IN TOTAL.
- WHEN THE PLAYER BUYS A PACK THEY RECEIVE TWO RANDOM PLAYER SPRITES NOT CURRENTLY OWNED, GIVING INCENTIVE TO BUY.





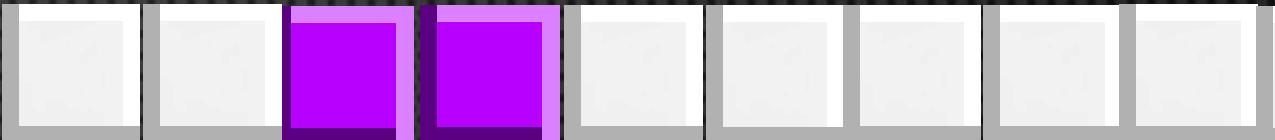
FUTURE PLANS

- MORE LEVELS – FOR PLAYERS WHO WANT MORE, LEVELS WILL BE HARDER.
- ENEMIES – (FREE) TO INCREASE DIFFICULTY IN THE FUTURE BY INTRODUCING MOVING OBSTACLES.
- GAME MODES – (FREE) TIME TRIAL, LEAST MOVES, HIGH SCORES WITH FRIENDS.
- RE-SKINS – (FREE) CHANGEABLE THEMES INCLUDING SEASONAL.
- CHARACTER OPTIONS – DIFFERENT CHARACTER SPRITES FOR THE PLAYER TO UNLOCK, THROUGH AN IN-GAME CREDIT BASED MARKET, CREDITS ARE AWARDED WHEN COMPLETING LEVELS.
- THESE ARE NOT IMPLEMENTED YET!!



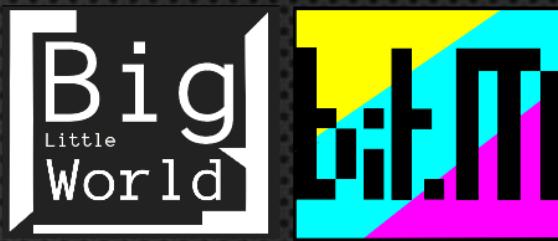


OVERVIEW



- 33% OF INTERVIEWEES SAID PUZZLE/TRIVIA/WORD GAMES WERE THEIR FAVOURITE.
- WILL BE 3 WAY CROSS PLATFORM, CURRENTLY ONLY ANDROID.
- SIMPLE CONTROLS EASY TO PLAY FOR PEOPLE AGED 10+.
- GAME MODES, ADDING DIFFERENT WAYS TO PLAY.
- FUTURE DEVELOPMENT THE GAME IS A PLATFORM WAITING FOR MORE. MORE LEVELS, MORE BLOCKS, MORE THEMES!!





ANY QUESTIONS?

THANKS WE HOPE YOU ENJOYED THE PRESENTATION, WE WOULD REALLY
LIKE TO HEAR YOUR THOUGHTS