## Mark Baldwin,

We are Epsilon Games, a newly formed game development company. We were founded with the purpose of developing the most engaging, immersive, and enjoyable games on the market. To let you get a feel for what our company is all about, we would like to present you with three of our best game concepts. We hope to make one of these games a reality very soon.

In the coming weeks we plan on selecting a game to work on, and developing a project schedule. We believe any of these games would be feasible to create within our timeframe, and we are excited to begin working on one of them.

#### Sincerely,

Jacob Davis Caleb Jhones Robbie Merillat Jonathan Sumner Evans David Grisham

# **Key Deliverables**

### Robbie

# Wizard Dragon

Wizard Dragon is a rougelike JRPG with unique character upgrade and battle systems. The game is played as a never ending boss rush fought by two player controlled characters, a mysterious wizard and a dragon knight. In each level of the game, hordes of enemies will assail the player followed by a boss for the level. In between each level, a shop will be accessable where potions and other helpful items can be purchased. The player will also be fully healed. When the player inevitably dies, a high score is recorded and ability points and starting gold are rewarded based on how far the player made it last run. These ability points can be used to upgrade each of the player controlled character's combat abilities and the gold can be spent in the shop before starting the next run.

#### Assassins Feed Four

Assassins Feed Four is a side-scrolling beat 'em up game. In AFF, players choose among the ninja, sniper, and other assassins who need to feed their families and do so by brawling their way through various worlds to collect both food and money. Each world's theme is based on a unique economic system, including capitalism, dictatorship, and communism. Fight your way through each world while upgrading your character's skillset, all to feed your family of four!