# Unyarned: How My Game Pitch Was Saved By catwithyarnball.jpg

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I had no problems with picking my special ingredient for my game pitch. The second I saw "Unveil, Unravel", my brain instantly went, "ball of yarn!". I also had no problems with the ideation for my game. The same day I picked my special ingredient, I already knew I wanted it to be like a reverse-Katamari Damacy where instead of rolling things into a ball, you unroll a ball out.



From the very beginning, Katamari Damacy inspired the gameplay of Unyarned

What I did have problems with was how I actually wanted to present my ideas for the pitch. I made the ball of yarn and the enemy concept by myself in Photoshop, but I originally wanted to make much more visuals for the game pitch. I wanted to make the icons for the power ups, some HUD elements like an attack charge icon (in the form of a cat scratch), and I just generally wanted to have a uniform art direction with the presentation.
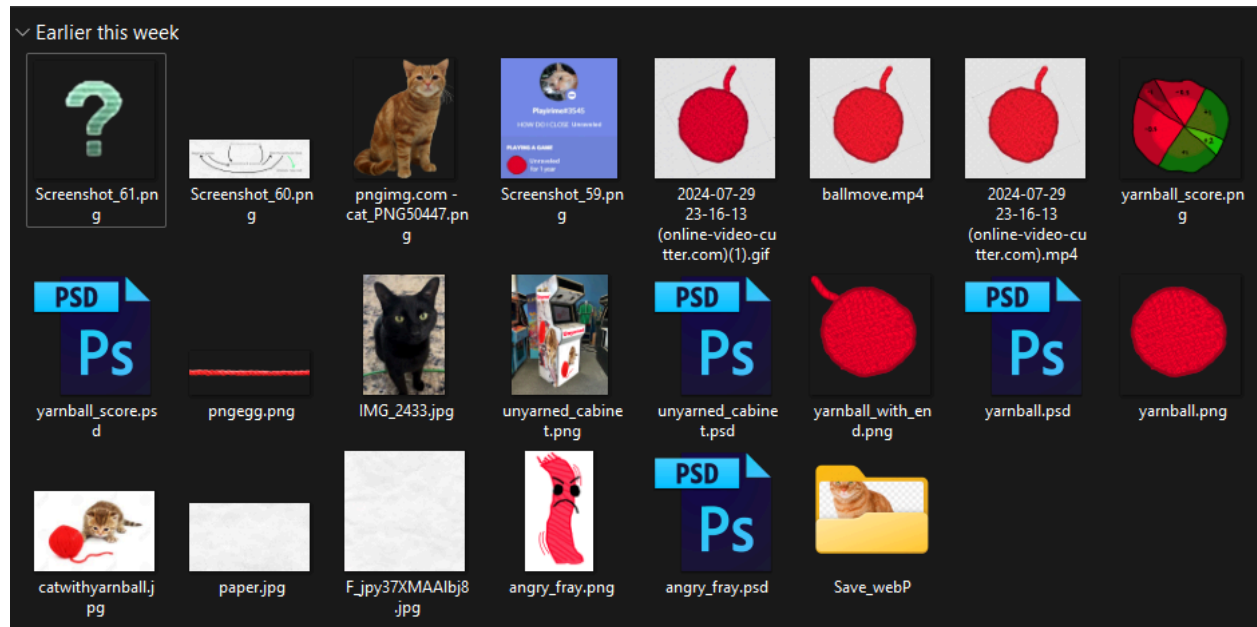
What my download folder looked like after submitting the presentation

On top of that, I was still figuring out what else I wanted to add to the game. Even after adding power ups, I was still deciding whether or not this game needed skill trees or a persistent upgrade system. I'm already bad enough with putting my ideas onto paper, but at this point I was completely paralyzed on actually making the presentation. That's when I saw **it**.

It was a simple image, really. Just a stock photo of a kitten with a ball of yarn, it even still had the watermark on it. But there was an aura to this image that somehow drew me in. The confused and aloof demeanor of the kitten, the way its eyes are completely glazed over and not remotely directed towards the ball of yarn, the ceaseless void that this conventional yet still strange pair inhabit.

I had to incorporate it into my presentation, but it would go against the visual vision I had for it. To have some random watermarked stock image on the slides would have been a stark contrast to the rest of the visuals on the slide. But it was this image that gave me the kickstart to finish my presentation. Because of this, what I wanted to put on the presentation was much clearer and I was more willing to cut down the scope of the game and the presentation to finish it on time. Catwithyarnball.jpg truly saved my game pitch.

It was almost a rat rolling around with a ball of yarn, imagine that! This picture isn't as good though.