# Pitch

## Group Members

Darren Griffiths

Kamil Witonski

## Game Title

Serious Games – A Serious Driving Game

## Concept

The idea of the game is to educate future drivers. Reducing fear, anxiety and low confidence when thinking about driving. Increasing clarity of rules on the road within a risk-free virtual environment that could potentially lead to lowering risks and accidents. Users are encouraged to take advantage of this software prior to taking driving lessons with a real instructor. With this serious driving game users will have a better understanding of the highway code and will have the opportunity to undertake some situations. Situations that the developers have thought about that may not be included in your driving lessons/test. Situations that they think would help younger leaners will benefit encountering within their game. Doing this idea virtually in a 3D world allows us to show general road situations in a brand-new angle for the students and for existing drivers that may still find this game educational.

## Setting

The game will be set in a small town of a fictional location. Filled out with day to day scenarios. Such as, parking lots, parking bays, round-a-bouts, traffic lights and various crossings. With surroundings filled with road signs and even some common scenery that a small town may entail.

## Genre

Serious Driving is a 3D Educational Game.

## Target Platform

The game is intended to be released on Windows PC and Mac.

## Target Audience

The game is intended for mature audience located in Great Britain who are ready to take on the driving lessons in the real world, this is 17 years old and above in the UK. We also encourage a slightly younger audience to dip their feet into this risk-free driving simulator.