[Game Working Title][Game Working SubTitle]

A real time [Platformer] game, [that is challenging, looks amazing and has a lot of replay value. It’s unique enough to make the player want to play it even more!]

Main features

● [Platformer]

● [Player Recognition]

● [No multiplayer]

● [There are no minigames]

● [A few cutscenes involving the science teacher and the player. There are no other games or series that have anything to do with this game.

Overview Player motivation  – [Take control of a young man that is being chased by his evil crazy science teacher for not doing his homework.

Genre  – a challenging [Platformer], using a real time engine with added wow factor from the 3d sub game used to determine the outcome of [Fill here].

(Licensed) material  – [My idea was to implement techno and dubstep soundtracks and sound effects for the game, and small funny cutscenes between the evil science teacher and the player

Target customer  – [The game could be playable for all ages, but it will mostly be for teenagers around the age of 12 to 18]

Competition  – [It’s not a game that you can simply stop playing. It’s style makes it stand out, and it’s gameplay and music is what makes people stay. It’s also a very challenging game that encourages the player not to give up and keep playing until they make it. Giving them that amazing feeling of completion ]

Design goals  – [The smooth style, great gameplay and funky music that will give the player only the best of experience]

Further details  – [Because of the amazing and colorful art style it will attract many people to play this game. The game is very challenging making it hard for players to complete a level, but always encouraging them to play for a higher score so they get great rewards giving the game a great replay value. And not to forget the soundtracks in the game that will get the player pumped and hyped for more are what make this game unique and very, very fun.]