

Video Game Pitch Document.

Blizzard.

- **Game Title:** Blizzard

Concept Overview.

- **Elevator Pitch:** The point of the game is to survive in a blizzard as long as possible while being hunted by some mysterious creature.
- **Genre:** Survival RPG
- **Target Audience:** People who like a linear challenging survival horror game
- **Core Gameplay:** You wander around in the wilderness, and occasionally fight enemies in a round based combat system

Story and Setting.

- **Narrative Summary:** You are living alone in your cabin in the middle of a woodland forest, but somethings been killing locals in the surrounding area, and the blizzards have been getting unbearably cold. The monster ends up breaking into your cabin, and you have to flee into the woods surviving the monsters, wildlife, and chilling cold, while recruiting people to help you on your journey.
- **World/Environment:** A remote, snowy area, with almost no people around.
- **Key Characters:** The player character, the player's fear, and the party members.

Gameplay Features.

- **Core Mechanics:** Wandering around in an overworld, with entrances to separate sub areas. You will be able to fight enemies in a round based combat system as well.
- **Controls:** WASD to move, and mouse to select options.
- **Unique Selling Points:** monster that always chases you, blizzard

you have to get past, fear/frostbite meters

Art and Sound.

- **Visual Style:** grungy, pixel, 16 bit style
- **Audio Design:** Sound effects are bitcrushed, and the quality is set to match the visual quality

Market Research.

- **Competitive Analysis:** Games similar to ours include Undertale and Earthbound. Our game stands out by having interactive elements outside of combat, with an overarching theme for all enemies.
- **Player Motivation:** an interesting and spooky experience with fun combat, the ambiguity of the story will drive the player to find out more.

Development Plan.

• **Team Roles:**

Edgar - Animator and Graphics

Elliott - Scripts and Coder

Emil - Coder and Manager

Cole - Sound and Scripts

- **Tools/Software:** Mostly Processing, Audacity, Piskel, Pixilart

Monetization and Distribution. (Optional, for advanced groups).

- **Pricing Model:** Free to play • **Platform:** PC
- **Marketing Strategy:** Online posts, videos

Mockups and Illustrations.



