who (audience, age rage), what (what the innovation is), when (plan for release, availability), where (where the console can be played - portable? stationed?), why (improvement to video game experience, maybe educational purposes too?), how (how the console works/can be discussed in the what), and how much (estimated price of the console on release).

* What games are going to be planned for release

Take your gaming experience to the next level of immersion with the Nintendo Holoboy.

WHAT/HOW

Nintendo Holoboy is an expandable portable device that uses holographic technology. Magnetic connection between two separate extendable controllers allows Holoboy to be attached for portability or detached for playability. When the controllers are detached, laser lighting is expelled from the side internals of the device to create a laser matrix. The laser matrix displays a 3D hologram that gives gamers a depth to video games that has never been experienced before.

When the controllers are expanded to form the laser matrix for the hologram display, users can have a matrix that extends from a minimum of 6 inches to 18 inches, with a height of 4 inches. The holographic depth of all games is 4 inches. The magnetic technology in the controllers ensures that the controllers are always held at a level view field for the best holographic experience. Although, the controllers will lost signal after extending past 18 inches and can ultimately be separated if forced. We attempt to prevent this by not only adding state of the art magnetism that provided a field of force that is difficult, and almost impossible, to break without force, but by also giving users a signal for the matrix. The signal bar will operate as an identifier to how strong the connection is. When the connection is green, there are no problems. Yellow means that the connection is at risk of disconnecting the matrix. Red means that the matrix has been disconnected.

Each controllers holds a different significance. One controller holds more precedence over the other for the purpose of executing video game cartridges and receiving charge. The controllers must be attached to both receive charge. The other controller will hold hardware and hardware implementation, as well as bluetooth technology to receive signal from the controller that holds precedence.

WHEN

Video game series such as Legend of Zelda, Mario, Smash Bros, and Animal Crossing will have the hologram experience. Imagine navigating a 3D world of your favorite game or seeing beloved characters come to life. This is now possible. A remaster of Legend of Zelda: Ocarina of Time, Super Mario World Journey, Smash Bros 2.0, and Animal Crossing 3 will be available upon release. Other games such as [etc.] are in the make. Watch future Nintendo Directs for information on our plans for the future of our Holoboy hologram technology.

WHO

Holoboy is intended to be for all ages. Our recent console, the Nintendo Switch, was played by children, adults, and elders - giving gamers responsive access to past games made modern by new released versions and games that we recently created. Having a game that would both appeal to a child and excite an adult was a venture we wanted to meet. We want Holoboy to do the same.

WHERE

The portability of the Nintendo Holoboy makes gaming capable on the same levels of portability we gave to Nintendo DS and Nintendo Switch users. What the Holoboy device gives users is the ability to carry the Holoboy in a pocket. Holoboy takes up less space than a modern smartphone. Carrying cases will be sold with the device upon release for user convenience. The device is built durably to prevent accidental damage.

WHY

Nintendo has pioneered the video game industry since the 1970s, valuing innovation, fun, and equality in entertainment. This means producing high quality user experiences that push user expectations and dreams. To accomplish this, Nintendo has always viewed their hardware as a tool for storytelling, allowing them to perfect the delivery of fan-loved characters and worlds. The Holoboy was created to continue Nintendo's storytelling legacy, while introducing a technology capable of transforming entertainment and communication. Nintendo hopes to impact its users in a new dimension as its characters, quite literally, come to life.

Nintendo Staples

* Super Mario Bros.
  + 2D Super Mario Bros. games will make use of the holographic technology by displaying the level vertically at a slight angle to match the player’s eye level.
  + 3D Super Mario Bros. games will function the same as they always have with the difference being the level being rendered in 3D.
* Super Smash Bros.
  + Super Smash Bros. can render the stages much like how 2D Super Mario Bros. would, allowing players to view the fight at different angles while playing.
* Pokemon
  + Much like 3D Super Mario Bros. games, Pokemon can function almost the same way as it used to with the difference of 3D rendering. Pokemon battles will rely more on the available 3D space to enhance the visuals as well as viewing your pokemon individually.
* Legend of Zelda
  + Classic Legend of Zelda games will be rendered with that classic birds eye view, allowing players to experience these classic games at different angles. Players may need to do this to unlock secret floors and items.
* Fire Emblem
  + Game boards can be rendered flat against the Holoboy or in 3D to match the terrain, additionally characters and enemies will be rendered in 3D during both fights and game boards with the option of the classic sprite system. Conversations between characters can be rendered in 3D functioning more like anime conversations and cutscenes to better match the occasional full 3D cutscenes that newer Fire Emblem games have.
* Super Mario Party
  + Game board will be rendered in 3D as well as the characters, minigames can take advantage of the 3D space.

HOW MUCH

Nintendo Holoboy will have an RSP of $649.99 USD. Holoboy compatible games will retail for the standard RSP of $60.00.

We understand that previous consoles have had a more affordable retail. As the hologram technology becomes more easily accessible and the product required to created it are cheaper to purchase, we expect that the price will decrease. After a year, we hope to adjust the price to $500.00 USD. Currently the technology, knowledge, and production that goes into such a new holographic technology has resulted in an inflated price.