

Pitch Q&A

Q: What is Team Shanghai Alice?

A: It is a organization created a series of very popular shooting games.

Q: Who is Reimu Hakurei?

A: She is a greedy capitalist.

Q: Why it is mentioned in your pitch?

A: Our game presented here is a fan fiction derived from Team Shanghai Alice works.

Q: Did you just mentioned fan fiction? Why?

A: Yes. First, we do not have to worry character design so we may focus on mechanics. Second, we are able to attract certain fans, which is beneficial to our market performance. Essentially, these characters presented in game can be anyone. Namely John Galt revolt against the incompetent government.

Q: Who is John Galt?

A: We are!

Q: You did not mention terran. As you know, maps are vital in a 3D sandbox game. Do you have any plans?

A: In our design, terran will be generated randomly. Players will mainly play in an indoor room, similar to *The Binding of Issac*.

Q: What distinguish your game from other existing 3D action sandbox game?

A: Our game is mainly focused on deformation of character model *and* weapon customization. We aim for more exaggerating and comical ragdoll deformation than Goat Simulator and more customizable weapon system than *The Division*. On top of these features, we also blend in rogue-like terran generation for better repeatability.