

Game Pitch Document

Šimon Olexa xolexas00

9.12.2025

Title: Code&Shoot

Genre: Creative Hero Shooter

Style: 3D, Marvel Rivals based

Platform: PC (multiple different OS), Consoles and Mac

Market: Programmers, Creative people, fans of the Shooter Genre

Elevator Pitch: Do you find weapon systems and abilities in games limiting? Well, here you can create your own and play with them immediately!

The Pitch

Introduction

My idea is to create a videogame in the Hero Shooter genre, where the player creates a weapon and abilities for their character themselves at the start of each round, by programming/assembling it in an in-game window.

Background

As an IT student, i have always enjoyed being able to create something i can call my own in a game, and i have also always been a fan of shooter games, whether third-person or first-person.

With the fact that the FPS genre and it's sibling genres like Hero Shooters are very prevalent lately, a thought came to mind: "Playing as a superhero or a simple soldier wielding a gun sounds fun, but it does not inspire much creativity from the player. If only there was a game that could be a fun shooter and would also allow me use my creativity." And with that, the idea behind this game concept was born.

The main inspirations for this idea are shooters like Team Fortress 2, Counter-Strike 2 and Marvel Rivals and programming oriented games, such as Exapunks.

Setting

The environment would depend on the selected map of the match. The all-around main theme though would be sci-fi combined with today's world.

I'm thinking something along the lines of a species far more advanced than humans invading earth and using humanity for entertainment, pitting them against each other. They give the player's character and all other humans the ability to create weapons out of thin air and abilities to go with them, so that they can kill one another.

To fit this theme, we can add classes with different stat allocations to further increase the number of different builds the player can choose to play (such as Soldiers, with enhanced Strength and Stamina, Doctors with increased healing, Athletes with increased Speed, ...).

Features

There would be a lot of customizable features for the player themselves, such as choosing a programming language they want to use (Python, C++, Java, ...) or go with a built-in set of blocks of code, speeding up the process of programming and letting the player get in the action faster.

We don't want everybody to look the same, so we would dish out skins, animations, etc. Since the

game is programming oriented, the players would be able to host their own servers, and modding would be available.

Of course, we want the players to feel a sense of accomplishment after winning and a sense of dread after losing, so we will have a Competitive Mode (although balancing in this game is certainly going to be a massive headache!)

To go along with the competitive system, we would create a reward system in the form of titles, skins, etc.

Things to consider & Challenges

First of all, balancing is naturally going to be difficult, as we will either have to allow the players to run rampant with overpowered weapons and abilities, instantly killing all fun of the game, or we will be limiting the potential of the player's creativity.

Logically, we will have to cap the player's power through balancing. But that has its own set of questions and dilemmas: "What will you nerf? What will you buff? How to spot what is potentially going to be broken? What about the metas?". This is most likely going to be a trial and error kind of approach paired with fast changes when an overpowered strategy is discovered.

What the player can do

The player can code up to 3 weapons into their loadout from the following types: Primary, secondary, melee, other (weapons of different nature). Whether the player may pick 3 weapons, or less is determined by the combination of weapon types they choose (I propose giving each player a sort of credit that they may spend on the weapon types).

Aside from weapons, the player can create up to 3 abilities of their volition. Ideally without limit, as this is where the player's creativity should shine.

When booting up the game, the player will see a Main Menu (or a Lobby, depending on what you prefer to call it). From there they may choose what mode of the game they wish to play, or if they want to Exit or enter Options. If they choose to play, they are connected to a match and they are given some time to create their loadout (or use a previously used loadout). After that, a match begins and they may play to their hearts content. The objective would depend on the gamemode (deathmatch, capture the flag, capture the point, ...)

Next thing to consider is, whether or not the player should code everything from scratch, or if we'll give him a template to fill out. Should he the player even code? How about giving him a wide variety of choices to create his own build that would satisfy his creative spirit?

Last couple of things worth mentioning are: Should the player create their loadout in-game or in the lobby? If we opt for the in-game suggestion, it may take a long time for the players to get in the action, which may bore them. If we opt for the lobby, we will limit the player's ability to adapt to their oponent's strategies mid-game

Lastly, detecting hackers is going to be difficult, as we are essentially giving everybody hacks, just a bit toned down.

Genre

Creative Shooter. A Shooter where creativity gives the player competitive advantage

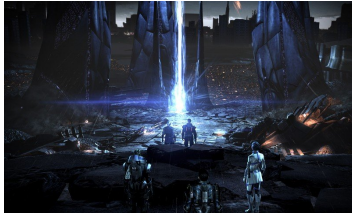
Platform

Mainly focused on PC (Windows, Linux,...) - it has to be available on as many as possible OS, as that's where the main audience is most likely to be. Aside from PC, PlayStation and Xbox are decent choices, but unlikely to be the main money makers for the game.

Style

In recent years, it feels that the real hard-hitting titles had cartoonish styles. And I believe that that would fit this concept perfectly. As there will be a lot of different colors and items on the screen. Realism

is not what we're aiming for! Marvel Rivals, Overwatch and Paladins are the type of style I think fits this very well, as it offers captivating visuals, and makes strange abilities seem like they belong to that setting.



(a) Theme of alien invasion



(b) Overwatch graphics



(c) Marvel Rivals graphics