

# CloneFall 2: Game Pitch Document

## 1. Introduction

For this assignment, we plan to develop a clone game of the game Titanfall 2, which we believe will offer an exhilarating gaming experience for players worldwide. This submission of the plan outlines the key aspects of our project and demonstrates how our group of three talented individuals intends to achieve success in this endeavour.

## 2. Project Overview:

Our project aims to create a multiplayer-focused first-person shooter (FPS) game heavily inspired by the mechanics, gameplay, and futuristic setting of Titanfall 2. The game will feature fast-paced action, unique movement mechanics, mech combat, and engaging multiplayer modes. We envision an immersive experience that captures the essence of Titanfall 2 while adding our innovative twist.

## 3. Team Members:

Our group consists of three highly motivated and skilled individuals with a passion for game development:

- Bruce Tonkin
- Jean-Francios Retief
- Erin Harper

## 4. Project Timeline:

To ensure a smooth development process, we have broken down the project into several milestones:

### Phase 1: Conceptualization

- Research and Analysis of Titanfall 2's Gameplay Mechanics and Features
- Ideation and Conceptualization of Our Unique Game Elements
- Finalisation of Core Gameplay Design

### Phase 2: Prototyping

- Implement Basic Movement Mechanics and Shooting Mechanisms

- Create Prototype Maps and Environments

#### Phase 3: Art and Design

- Create Environments, Props, and Special Effects
- Design User Interface (UI) and Menu Screens

#### Phase 5: Gameplay Refinement

- Playtesting and Balancing of Gameplay Mechanics
- Bug Fixing and Performance Optimization
- Implementing Player Feedback

#### Phase 6: Finalisation

- Polish game mechanics
- Implement Final Changes
- Prepare for submission.

## 5. Technology and Tools:

We plan to use industry-standard game development tools and engines to bring our vision to life:

- Game Engine: Unity
- Version Control: GitHub

Art Assets: The basic Unity assets provided or free assets from the web, whilst referring to them. (The game we intend to create does not rely on the art assets as the mechanics are the focus, so high-quality art assets are not expected to be used)

## 6. Risks and Mitigation:

While undertaking this project, we acknowledge potential challenges such as scope creep, time constraints, and technical difficulties. To mitigate these risks, we will regularly review and adjust our development plan, prioritise features, and maintain open communication among team members.

## 7. Conclusion:

We are confident in our ability to create a compelling Titanfall 2 clone game that captures the hearts of players and pays homage to the original while introducing new and exciting elements. With our diverse skill set and commitment to excellence, we are eager to embark on this journey and make our mark in the gaming industry.