Elevator pitch

90 seconds pitch

1. Pitch solo
2. Tell a story
3. Expect obvious questions/objections
4. Tell what you have in the first 30 seconds - attention span doesn’t last
5. Keep track of time
6. End strongly, always translate your product into your customer’s benefit. Present solutions, not features, (Focus on BENEFITS & RESULTS → Unique Selling Proposition)
7. Always speak in present tense

My Pitch

Our game unique features

1) Fast paced top down shooter with decisive combat where enemies and you die easily.

Featuring a custom handcrafted Big Man Swarm AI™ pitting you, the player against hundreds of enemies at once.

2) Focused and engaging storyline for putting the combat into context, there will be a choice at the end of the game where the decision you make will be dependent on your ability to play the game well.

We are Big Man Tyrone and we present to you, Big Man Asteroids. We are Big, because we already have a working prototype.

Our game is a FAST PACED - TOP DOWN - SPACE SHOOTER.

All encounters with the enemy will have a real sense of danger, with a huge emphasis on smart AI that will be fun and engaging to combat. Our game features swarm AI that will allow the player to combat 100’s of swarm enemies at once.

Of course, no game is complete without a great story. As befits our grand title, in Big Man Asteroids you are in control of your own destiny, and not only yours but others as well.

You are in command of your ship: The Khronos, and must explore a distant solar system to solve the mysteries of the missing colonists. In the cold silence of space, the fate of the universe rests on your ability and finesse.