Make it a pitch, not a game design document

Hi everyone this game pitch is for a ninja game. It is a stealth action single-player game, blended with oriental horror elements like what you would find in Raiden’s gameplay for Metal Gear Online and in Project Zero 2.

The idea is that the game IS essentially a Ninja Gaiden Black game, except it is much stealthier, and far spookier. Setting and enemies try to convey the subtle and ominous scariness as conveyed in Fatal Frame games, such as the fog and the enemy AI. At the same time, your character does his/her best to sneak around those enemies or fight them.

The target audience is the East and Southeast Asian gaming market.

*Note to self: DO NOT mention gameplay, controls, etc, because it will sound forceful. Plus, the pictures speak for themselves!!!!*

Here are some reference images to Ninja Gaiden Sigma,

Here are some reference images to Fatal Frame 2

Finally, here is a sequence of drawings that show the concept of the game

The targeted game engine is Unity 3D, or Source SDK if Unity 3D turns out to not work well for this game.

Last but not least, here is the team’s structure. We would highly appreciate it if most of the team members have some programming experience, but we will start with 1 dedicated programmer role, and make modifications to that if we need to.

Thanks for listening to the game pitch.