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 genre is stealth action, but the style in which this genre is conveyed will be using horror elements found in Project Zero 2, such as dark fog and the player’s anxiety of an enemy AI coming from behind to attack the player’s character. The target audience is the East and Southeast Asian gaming market.

The gameplay and controls are still a work in progress, as we still need to discuss further in the following team meetings so that we can come up with a design that is conceptually easy to understand and also conveys the intended style of the game gracefully. However, I did add some ideas in this presentation to begin the conversation. Some thoughts include mimicking character control and player view in Project Zero 2, minus the Camera Obscura.

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Leave out- In Project Zero 2, as the player moves the character between corners, corridors, hallways, etc. in a level, the camera changes, since each corridor

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We don’t know if we will add items for the character to pick up in the game yet. All this will be discussed further later on, and there will most likely be changes to a lot of what’s described in this pitch so far if necessary.

Shinobido is an example of a stealth-action game with ninjas, although the style and gameplay is not currently the same as this game pitch at the moment. Project Zero 2 is a major influence to the game’s overall style, as we have talked about earlier.

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.