Game Pitch Document

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Title: Cosmic Panic

Genre: Cooperative action

Style: 2D cartoon style

Platform: Mobile and PC (potentially Consoles)

Market: Players who enjoy fast-paced, teamwork-focused party games

Elevator Pitch: You are a team of cosmic adventurers who roam through the most dangerous areas of the galaxy, but with precise teamwork, you always manage to survive.

The Pitch

Introduction

Cosmic Panic is a cooperative real-time action game focused on intense teamwork and communication. Players take the roles of crew members aboard a spaceship, each responsible for different systems essential to the ship's survival. The game places players into chaotic and high-pressure situations where quick decision-making, coordination, and improvisation are crucial. Success depends not on individual skill, but on how well the crew works together as a team.

Background

The clear inspiration is my favourite boardgame named Space Alert, where the main concept of real-time coordinating your actions in absolute chaos to survive with your ship.

Setting

It's placed in intergalactic planet system, where the main part is in open space. Where many dangers awaits, but this is what you live for.

Features

The core features of the game include:
    - Real-time cooperative gameplay – all players act simultaneously, without turn-based mechanics.
    - Distinct crew roles – such as pilot, engineer, weapons operator, or navigator, each with unique responsibilities.
    - Spaceship system management – including power distribution, shields, weapons, repairs, and emergency responses.
    - Randomized missions and threats – ensuring high replayability and varied gameplay experiences.
    - Strong emphasis on communication – poor coordination quickly leads to failure.
    - Short, intense play sessions – ideal for party play or quick cooperative matches.

Genre

It's real-time cooperative game where each player take role of member on spaceship and roams through dangerous areas and must dodge all encounters with minimum of losses.
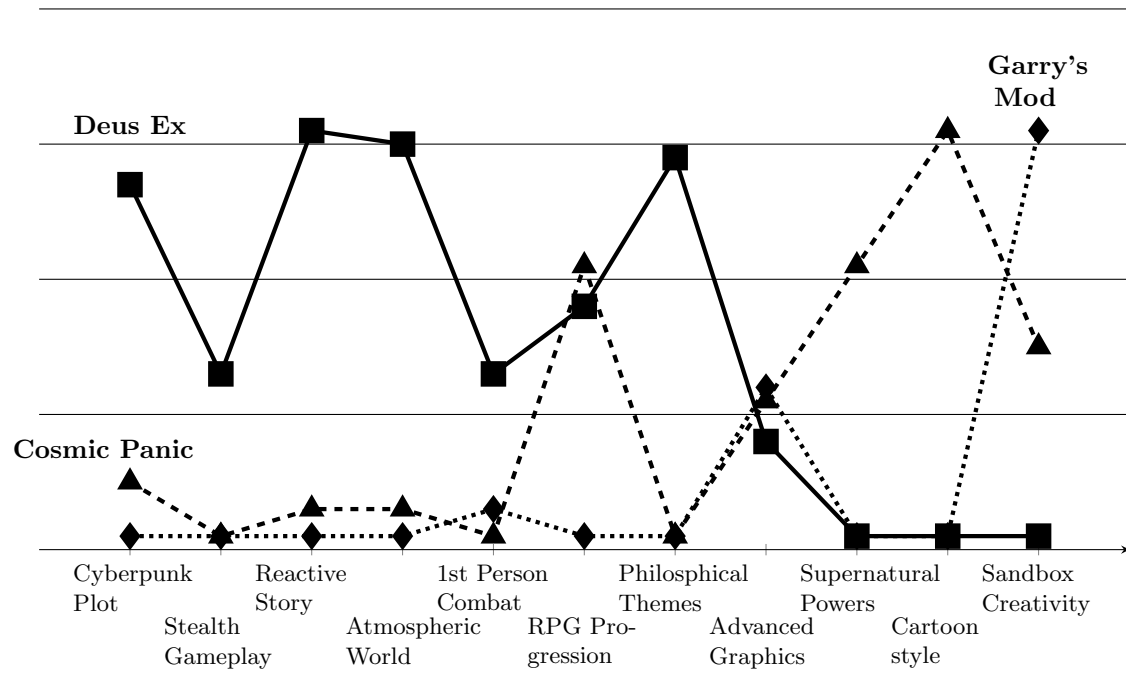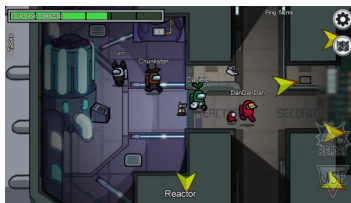
Figure 1: Example value graph for *Deus Ex*, *BioShock*, and *Garry's Mod*.

Platform

First it should be released for PC and mobile crossplay. In later stages of developement it can also be ported to consoles.

Style

The game would have cartoon style for example like the Among Us game, combined with the other inpiration from Space Alert, down is AI generated concept art.

(a) Among Us

(b) Space Alert

(c) AI Concept art