Intro: displays team or displays a logo

Introducing the organization

Introducing our game

Scene 1:

Lochlans name and position shows on screen

Lochlan himself or images of the game show on screen

Lochlan talks about the game

Genre/synopsis/style/core idea/

Scene 2:

Jack’s name and position shows on screen

Jack himself or images of the game show on screen

Discusses mechanical aspect of the game

Free flow fighting/stamina system/combo system/rewarding fights

Scene 3:

Lochlan and Aislinn name and position shows on screen

Lochlan and Aislinn themselves or images of the game show on screen

Discusses main character

Origin/style

Discusses main antagonist character

Origin/style

Scene 4:

Nathen and Scotts name and position shows on screen

Nathen and Scotts themselves or images of the game show on screen

Discusses demo city and general art direction

City/looks of the game/atmosphere

Scene 5:

Summary

Accompanied by final summary, thank you, text or speech about our social media networks etc.

0:00 – 0:05

Animated / Fade in Fade out logo for Suppression Studios.

//Variation 1: Facebook and twitter accounts shown on screen as well.//

Variation 2: Only logo.

0:05 – 0:10

Introduction of our organization, entire team is on screen/only Lachlan.

“Hello and welcome, we, are Suppression Studios”

Variation 1: Whole team says above line.

Variation 2: Only Lochlan says above line.

0:10 – 0:40

Lachlan’s name and position shows on screen.

Variation 1: The words “Game Concept” appears on screen in front of either;

1. Black background.
2. Concept art of the game

For roughly 0:03 – 0:05 seconds.

Variation 2: Fades in immediately to Lochlan, his name and position shows on screen in the corner of the screen for either;

1. Until we cut away from Lachlan to show related images in which the text will fade out.
2. Entire time of Lochlan’s segment.

Lochlan himself and/or images of related topic show on screen.

Lochlan talks about the game, this includes but not excludes to;

Genre.

Synopsis.

Style.

Core idea.

““A Beautiful treasure hunter explores the land to find her way to her lost home”

Project Illuna is an Action/Platformer, with a strong focus on combo based combat and intense boss fights.

The game features a beautiful fantasy world in which many of its denizens occupy the skies. In these same skies fly pirates, each with their large ships and adventurous attitudes.

The story follows Illuna, a young treasure hunter who was taken from her home by sky pirates when she was a child. Having grown up among these pirates, she has adopted many of their mannerisms and skills, and now she uses them to achieve her own ends.

Her journey begins in the lawless city of Tusara, Illuna is chasing an unidentified creature through the sewers in order to obtain something she needs. It is in these same sewers that her journey begins, from there story unfolds as she tries to find her way back home.”

0:40 – 1:20

Jack’s name and position shows on screen.

Variation 1: The words “Game Mechanics” appears on screen in front of either;

1. Black background.
2. Concept art of the game

For roughly 0:03 – 0:05 seconds.

Variation 2: Fades in immediately to Jack, his name and position shows on screen in the corner of the screen for either;

1. Until we cut away from Jack to show related images in which the text will fade out.
2. Entire time of Jack’s segment.

Jack himself and/or images of related topic show on screen.

Discusses mechanical aspect of the game, this includes but not excludes to;

Free flow fighting.

Stamina system.

Combo system.

Rewarding fights.

“We wanted the player to feel good while they were fighting at all times, and we wanted to provide players the tools in which would evoke that feeling we were looking for. During our discussions it became more and more apparent that we were heading in the direction of a free flowing combat system, allowing for long strung out chains of attacks. To make it even more dynamic we added in a charging system where the longer you were in combat, the bigger your attacks become. Unlocking finishing combos or giving the player a massive stat boost, booth increasing strength and speed of attacks. We also want to implement parkour mechanics in the future to really drive this sense of freedom to the player.”

1:20 – 2:00

Lachlan and Aislinn name and position shows on screen.

Variation 1: The words “Character Design” appears on screen in front of either;

1. Black background.
2. Concept art of the game

For roughly 0:03 – 0:05 seconds.

Variation 2: Fades in immediately to Lachlan and Aislinn, they’re name and position shows on screen in the corner of the screen for either;

1. Until we cut away from Lachlan and Aislinn to show related images in which the text will fade out.
2. Entire time of Lachlan and Aislinn’s segment.

Lachlan and Aislinn themselves and/or images of related topic show on screen.

Discusses character inspiration of the game, this includes but not excludes to;

Main character.

Origin/style.

Main antagonist character.

Origin/style.

Variation 1: Lachlan and Aislinn talk separetly from each other discussing their characters individually.

Note this variation restricts the speaking time from 0:40 seconds to 0:20 each.

Variation 2: Lachlan and Aislinn talk together when discussing characters and character design.

Note this variation may kill the potential to explain your characters fully, increases your talking time to 0:40 of shared speaking time and requires your script to be co-written.

Variation 1

Lachlan “0:20 to talk about protagonist”

"Illuna is a young female treasure hunter, who was kidnapped as a child and raised by pirates.

Due to the way she was raised, she has adopted a range of mannerisms which is portrayed as she

communicates and interacts with other characters within the world.

To express this, we have gone with a very much disney inspired art style.

This makes her more relatable to the player, and more expressive as a character overall.

Illuna is defined by her striking red hair, adventurous personality and her ability to use and repair a large range of machinery,

skills that were obtained from early childhood before she was kidnapped.

While she has no problem with the way her life is, a faded memory brings about a longing to find her lost home.

This leads to her seperating from the pirates to begin her own adventure."

Aislinn “0:20 to talk about antagonist”

Variation 2I'm working on the first boss monster you will encounter.

The idea is that this creature grew from the sewers, so we're aiming for a plant based creature.

Something that looks like it was originally just organic matter and refuse that has somehow gained sentience in the depths of the city.

He is designed to be a generally harmless character, only causing problems out of fear or when provoked.

Due to a request for help, Illuna is huntng him for a reward despite his generally docile personality.

At first you will meet it in its weaker form, he will be in an extremely vulnerable state but he is quite mobile. However after your encounter he will enter a rage and grow to a more formidable state.

Please use

Name 1:

Name 2:

Format when writing script new line when speaker changes.

“0:40 of character talk”

Nathen and Scotts name and position shows on screen

Nathen and Scotts themselves or images of the game show on screen

Discusses demo city and general art direction

City/looks of the game/atmosphere

2:00 – 2:40

Nathen and Scotts name and position shows on screen.

Variation 1: The words “Art Design” appears on screen in front of either;

1. Black background.
2. Concept art of the game

For roughly 0:03 – 0:05 seconds.

Variation 2: Fades in immediately to Nathen and Scott, they’re name and position shows on screen in the corner of the screen for either;

1. Until we cut away from Nathen and Scott to show related images in which the text will fade out.
2. Entire time of Nathen and Scott’s segment.

Nathen and Scott themselves and/or images of related topic show on screen.

Discusses artistic direction of the game, this includes but not excludes to;

City.

Looks of the game.

Atmosphere.

Variation 1: Nathen and Scott talk separately from each other discussing their art individually.

Note this variation restricts the speaking time from 0:40 seconds to 0:20 each.

Variation 2: Nathen and Scott talk together when discussing art and art design.

Note this variation may kill the potential to explain your artistic direction fully, increases your talking time to 0:40 of shared speaking time and requires your script to be co-written.

Variation 1

Nathen “0:20 to talk”

Scott “0:20 to talk”

"Tusara is intended to be a very dark, bland city, to go along with its lawless nature. Inside this however are sections filled with splashes of colour.

These are intended to provide moments of relief, not only to the eyes of the player but to Illuna herself. We want to represent the fact that this city has no police or government presence and that everything is run through the trust or mistrust of other people.

This is portrayed through the interaction of characters within the world and their mannerisms.

Boarded up buildings,trashed cars and a very unclean city re-inforce the nature that there is no control or sense of responsibility.

To match the "gathering point" idea that the city follows, the main clock tower acts as a port in addition to being the largest building within the city."

Variation 2

Please use

Name 1:

Name 2:

Format when writing script new line when speaker changes.

“0:40 of art talk”

2:40 – 3:00

Final summary, thank you, text or speech about our social media networks etc.

Variation 1: We show everyone again with Lachlan giving the final words.

Variation 2: Only Lachlan.

Variation 3: Logo with social media networks show for 0:05 seconds.