Game Pitch Document

[Name] [Surname] ([Login])

Title: *[Thief's mythos]*

Genre: *[Extraction looter RPG]*

Style: *[3D, Fantasy-stylized graphic]*

Platform: *[PC, Xbox, Playstation]*

Market: *[Medieval extraction looter]*

Elevator Pitch: *[Imagine a game where your goal is to rob most powerful beings in existence]*

The Pitch

Introduction

Thief's mythos is a loot-oriented role-playing game, in which your goal is to rob a higher being, from eldritch horrors to gods themselves. Your main goal is to acquire as much loot as possible and survive.

Background

I am a gamer and that is also the reason why I want to try something, leaving my fingerprints in this huge world of video games. I was inspired by multiple games, like Dark and Darker, Thief and even Escape from Tarkov. I feel like there is a market gap, since games in this category did not quite hit the mark, so i see this as an opportunity.

Setting

The game is set in a fantasy world. You and many others are given powers to break into the lands of higher ones, beings that mortals usually call gods, devils, etc. But be aware, you are not the only one, who wants to covet powerful artifacts and treasures, those beings hide, there are those with the same goal. There are multiple ways you can get your hands on said loot, be it good old robbery, where you sneak in shadows while avoiding traps, or more aggressive approach, by hunting down those who did the dirty work for you. You can use whatever you can think of, such as various magic traps, poisons, etc.

Features

Complex loot system full of various sets, weapons, many of which have their own unique passive abilities, magic that allows you to create strategies to counter various play styles. This game encourages you to interact with other players by having a scarce amount of loot on map while having few escape points. However, players do not have to fight each other if they do not want, there is also an option to join forces and take down whatever is looming inside the areas, but be aware of cunning fellows, do not take any offer for granted, up to the point you seal your teamwork with sacred contract, they can betrayal is still a real possibility. Strictly speaking, this game is for gamers who would like to play something similar to Escape from Tarkov, but in fantasy setting, not with guns but with swords and magic.

Genre

The extraction looter is a genre that has previously been seen in titles like Escape from Tarkov and Hunt: Showdown. However, as you can see all of these games are FPS, heavily reliant on PvP aspect of the game. My iteration takes us into medieval fantasy, closer to what Dark and Darker is supposed to be, but with more objective oriented game loop.

Figure 1: Thief aesthetics

Platform

What are the platforms on which you plan to release The Game? Do you have a core set in mind? Are you going to release versions for other platforms later? I aim at PC release, since previously mentioned games all released on this platform and simply PC is far more superior to other platforms, because of it's limits. However, that does not mean i would not want to release game on other platforms, if things go well, the next releases would be Xbox and Playstation, as for Nintendo switch, they would have to release a new more powerful machine for it to be realistic right now. Switch is too outdated.

Style

Here, you can provide a visualization of what The Game would look like. Don't have concept artist at hand? Use diagrams, schemes, or illustrate on images from already existing games. It is time to dust off your *Microsoft Paint* skills!