Video Game Pitch Document

# Title

• Game Title: Goblin Survivor

# Concept Overview

• Elevator Pitch: Jump into Goblin Survivor, a pixelated dungeon game where you're a goblin just trying not to get killed. Outsmart zombies, dodge fireballs, and KILL EVERYTHING YOU SEE (except yourself) for money—because if you don't survive, well, it's game over!
• Genre: Reverse Bullet Hell
• Target Audience: Younger people who don't want something overly complex
Young Teens/Adult
• Core Gameplay: Auto-firing projectiles and avoiding enemies

# Story and Setting

• Narrative Summary: Goblin stuck in an ever-expanding dungeon and must fight his way out
• World/Environment: Dungeon so a medieval-esque time, so no modern things.
• Key Characters: Goblin….Duh

# Gameplay Features

• Core Mechanics: Following camera, collision detection, auto-firing projectiles, upgrades
• Controls: Keyboard and mouse
• Unique Selling Points: rogue-like with no 2 runs being the same

# Art and Sound

• Visual Style: A 2D pixelated animated art style. Similar to Terraria.
• Audio Design: Most music and overall sound effects will be Chiptune. An older style of electronic music is often associated with arcade games.

# Market Research

• Competitive Analysis: Vampire survivor. We have a more dynamic way to get items
• Player Motivation: Fun, dopamine inducing, getting a higher score, and seeing all the cool abilities
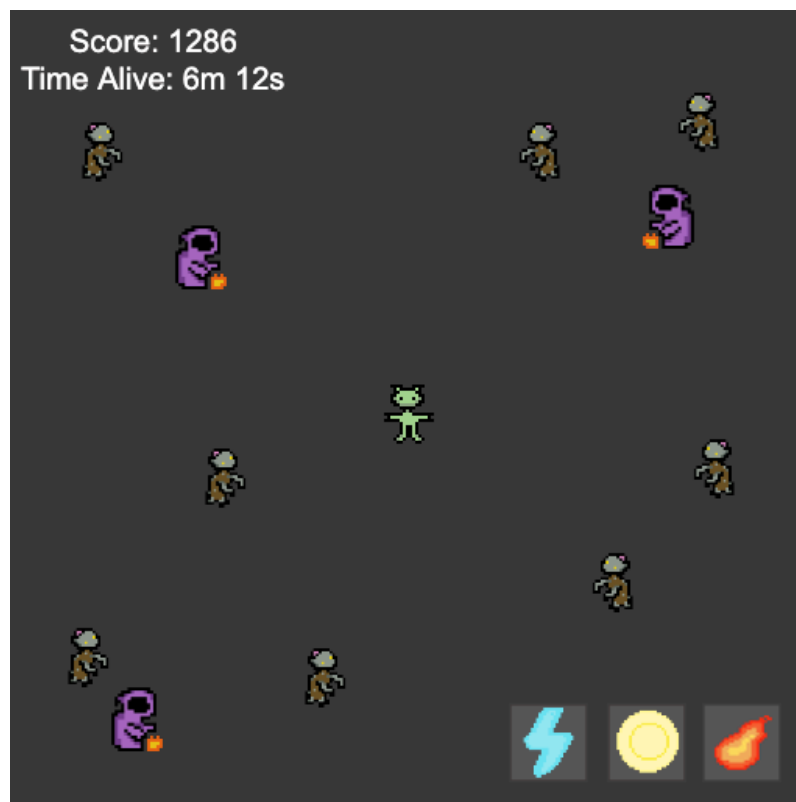
# Development Plan

- Team Roles:
    - Paul Tokhtuev: Coder
    - Aiden Felt: Designer/Artist
    - Cannon Unguren: Coder
    - Oskar Sazjnuk: Designer/Artist
    - Axl Dain: Sound Designer/Team Procrastinator
- Tools/Software: Processing
- Timeline: Mid September—>Late December

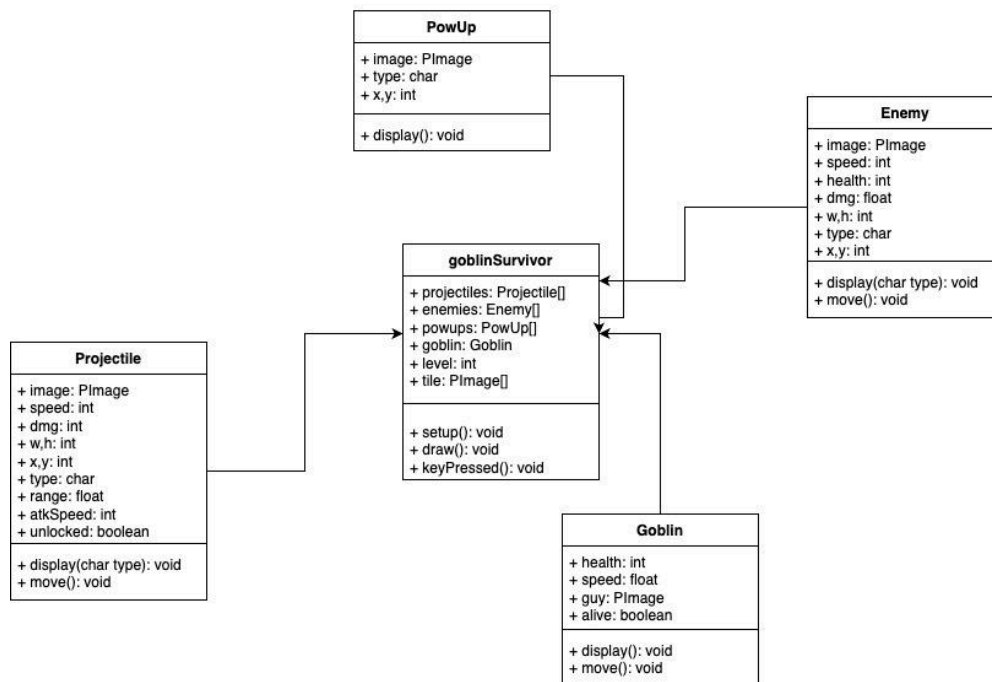# Monetization and Distribution (Optional, for advanced groups)

- Pricing Model: Free
- Platform: PC
- Marketing Strategy: Post it on itch.io as free

# Mockups and Illustrations

goblinSurvivor UML by Canon Unguren

**PowUp**

+ image: PImage
+ type: char
+ x,y: int

+ display(): void

**Enemy**

+ image: PImage
+ speed: int
+ health: int
+ dmg: float
+ w,h: int
+ type: char
+ x,y: int

+ display(char type): void
+ move(): void

**goblinSurvivor**

+ projectiles: Projectile[]
+ enemies: Enemy[]
+ powups: PowUp[]
+ goblin: Goblin
+ level: int
+ tile: PImage[]

+ setup(): void
+ draw(): void
+ keyPressed(): void

**Projectile**

+ image: PImage
+ speed: int
+ dmg: int
+ w,h: int
+ x,y: int
+ type: char
+ range: float
+ atkSpeed: int
+ unlocked: boolean

+ display(char type): void
+ move(): void

**Goblin**

+ health: int
+ speed: float
+ guy: PImage
+ alive: boolean

+ display(): void
+ move(): void

# Appendices

• Include any additional information, such as gameplay flow diagrams, level design sketches, or supporting research.