

DIGITAL REALITY FILMS

GAME PITCHES
PROJECT OCTAVIUS

Our Team

Elliot Hayward Game Designer

Jack Linton Game Designer

Nicolien Caerteling Programmer

Matthew Carver Programmer

Paul Ellul Programmer

Annita Te Game Artist

Ash Purnell Game Artist

Crystal Zhang Game Artist

Software being Used



Midjourney
AI image generation



Unity
Game Engine



Maya
3D modelling software



Zbrush
3D Modelling software



JetBrains Riders
IDE

Key Project Objectives

Goals

With each game we took different interpretations of “virtual gladiatorial games” and “simplistic battle contests” to allow for two separate directions, while both still hit the point.

We also noted how Digital Reality Films plan to grow the market audience, so we focused on areas that similar intellectual properties have not approached.

Target Audience/Market

Tron and Ready Player One have historically targeted the PG-13 + market. We looked at this and saw two potential approaches to handling the market.

A game for everyone. It would continue the tradition of it being open for all ages to enjoy.

A game for teens and adults. This would target the age demographic of those that watched the movies on release and are looking for a more mature take on a similar idea.



Pitch 1

SUBLIMINAL COMMAND

Subliminal Command

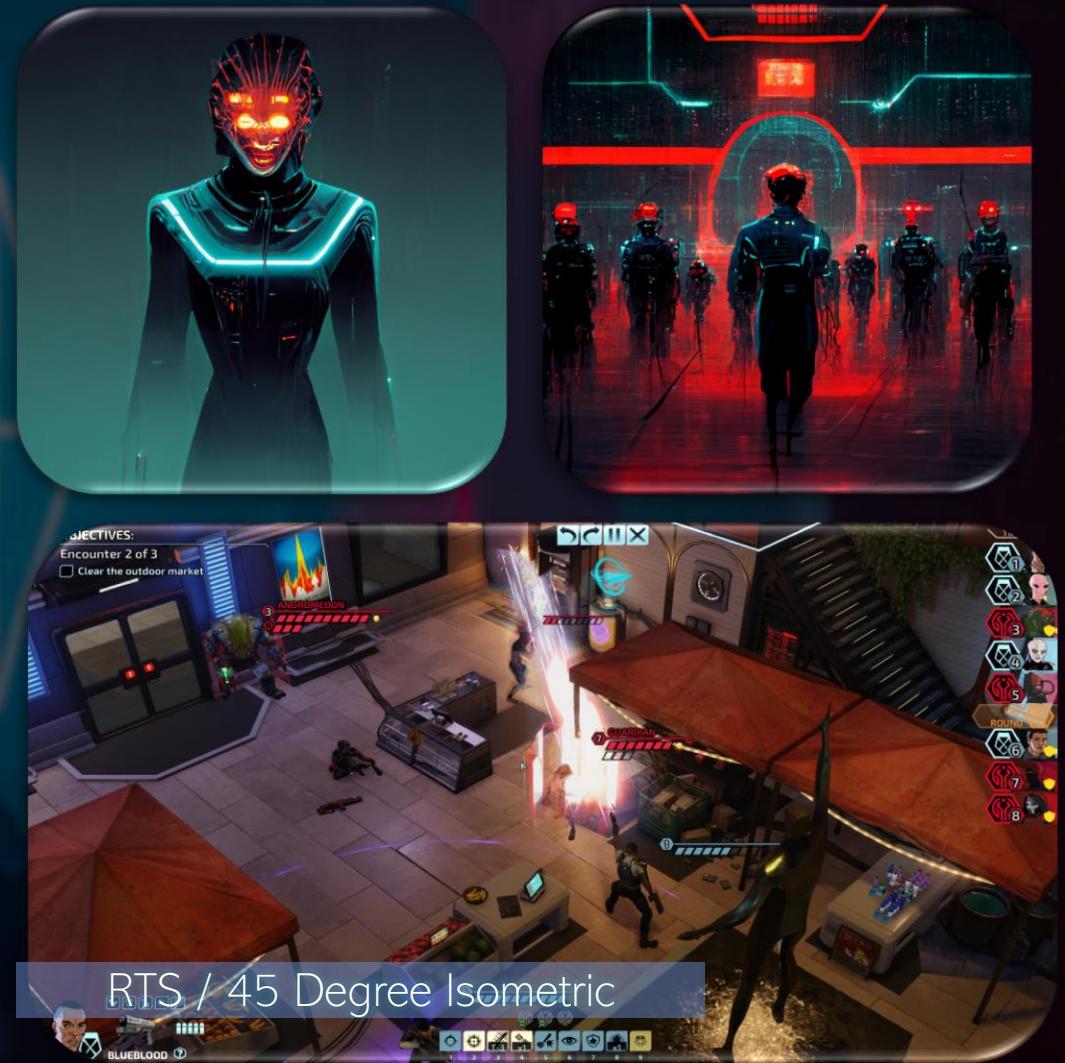
Subliminal Command is a Turn-based tactical game, similar in format to the XCOM franchise or Gears Tactics where it is set on the inside of the computer itself. It would be a 45 degree/isometric perspective.

The player will play as a rogue AI commanding digital soldiers/programs attempting to breach other machines.

When attempting to breach these machines they will come up against anti-virus and firewall software in the form of specialised enemies classes.

Gameplay will consist of small squad tactics in turn-based combat with a focus on keeping your programs alive whilst trying to capture objectives, destroy the opposing software and defend data hives.

What will separate this IP from the competition is its unique theme and the gameplay mechanics will lean into this will program takeovers and hacking environments.



Satisfying the Brief

Depict combat as simplistic battle contests



- ▶ We aim to remove the visceral imagery of combat, instead conveying it in a non-explicit “program world”. This allows for detachment from violence while providing visual context when opposing programs collide.
- ▶ The contests are separated into different missions with clearly defined goals.

‘Inspired by’ and not infringing on existing IP



- ▶ The serious tone of the game (RTS and visual style) helps distinguish it from its inspirations, Tron and Ready Player One, which have PG-13 ratings.
- ▶ The role of playing the villain/anti-hero sets it apart from other games in the same space (XCOM etc)

Target Audience

STRATEGY GAME PLAYERS

Due to the complex nature of the overall genre it tends to lend itself to an older audience.

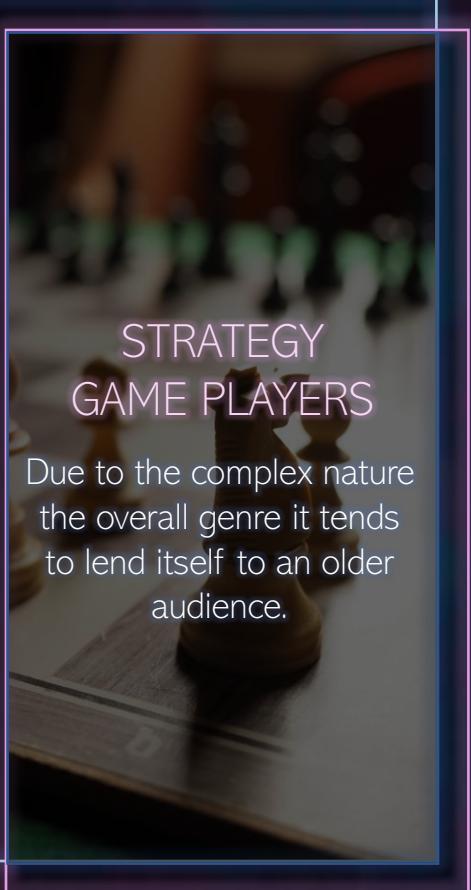


Photo by Arjan de Jong on [Unsplash](#)

PEOPLE THAT ENJOY SCI-FI/ TRON-LIKE AESTHETIC

The original Tron coming out 1982 and the sequel in 2010 results in a majority of people who have seen one or both of these are in the teen to adult market group.

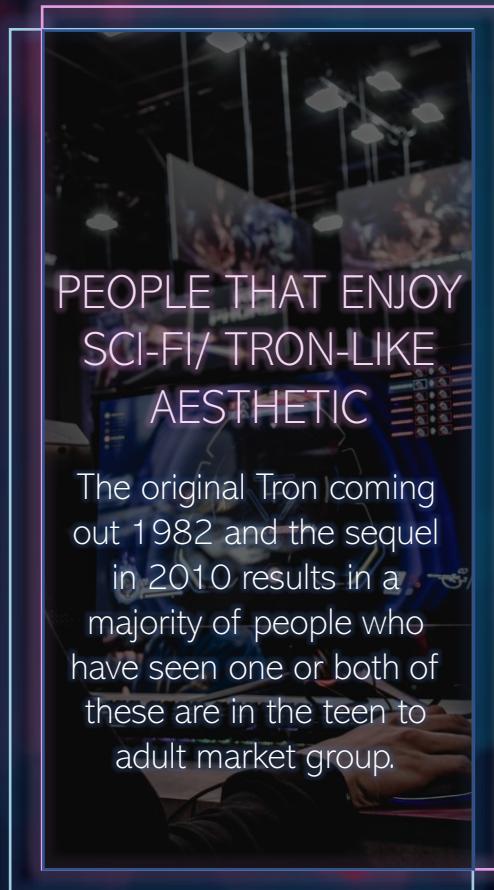


Photo by Florian Olivo on [Unsplash](#)

TACTICAL TURN-BASED GAME ENJOYERS

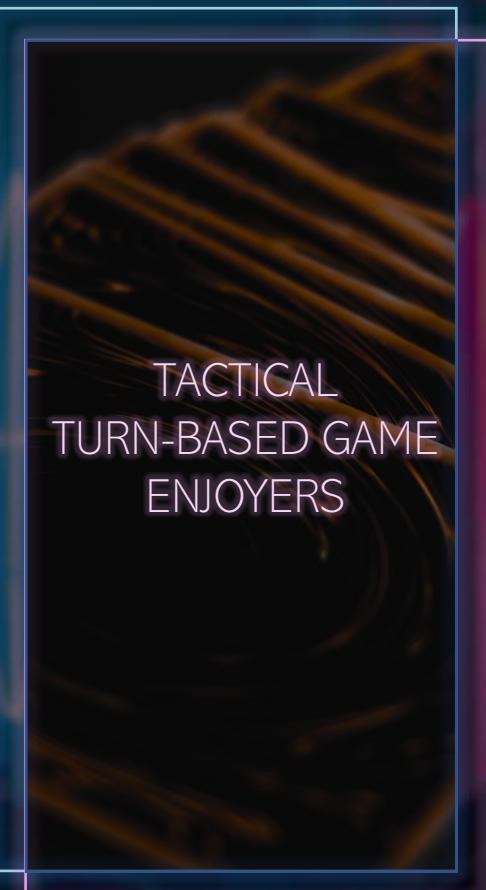


Photo by Tolga deniz Aran on [Pexels](#)

MID-TEENS TO ADULTS

The average age of a core gamer is 34. (08/2022)
source:<https://techjury.net/blog/video-game-demographics/#gref>



Photo by Fredrick Tendong on [Unsplash](#)

Market Research Summary

Notable titles in same market space



XCOM: Chimera Squad (2020 release)

Source: <https://vginsights.com/game/882100>

positive reviews	72.5%
gross revenue	\$7.3m
units sold	605K
avg play time	33.1 hours
median play time	25.8 hours



Warhammer 40k: Mechanicus (2018 release)

Source: <https://vginsights.com/game/673880>

positive reviews	92.1%
gross revenue	\$6.8m
units sold	376k
avg play time	38.2 hours
median play time	27.7 hours



XCOM2 (2016 release)

Highest grossing and user engagement

Source: <https://vginsights.com/game/268500>

positive reviews	83.9%
gross revenue	\$128.7m
units sold	3.6m
avg play time	218.2 hours
median play time	99.8 hours



Gears Tactics (2020 release)

Example of game branching out of it's traditional franchise (a 3rd person cover shooter)

Source: <https://vginsights.com/game/1184050>

positive reviews	76.1%
gross revenue	\$4.2m
units sold	177k
avg play time	39.5 hours
median play time	28.4 hours

► ALLY & ENEMY VARIETY

► TACTICAL COMBAT

► VARYING STRATEGIC SCENARIOS

Core Gameplay Features & Systems

Turn-based Combat

Squad Composition
Select up to 3 program soldiers,
each with their own strengths

Different Gametypes

- Capture objective nodes
- Defend "hills" from incoming attacks
- Eliminate all the other programs

Art Direction

Art Style

- ▶ Geometric, sharp edges and hard angles.
- ▶ Modernist
- ▶ Bright lighting and contrasting colour palette

How the art supports the brief

- ▶ The heavy geometric and more abstract nature of the environment and the enemies help reinforce the idea that it is inside a program.
- ▶ The neon palette for the player-controlled characters pays homage to Tron.



Concept Art



Pitch 1 - Subliminal Command

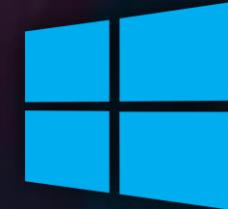
Technical Information



STEAM



EPIC GAMES STORE



PC/WINDOWS

Technical features & Challenges

- ▶ Enemy AI Logic
 - Utility AI implementation for action selection priority
- ▶ Level Generation
 - Procedural level parameters
 - Perlin Noise
- ▶ Unit Actions
 - EventHandlers
 - Parent Action Class Implementation
- ▶ Optimisation
 - Refactoring Throughout Development
 - Reducing Asset Fidelity without Sacrificing Aesthetic

Prototype Functionality

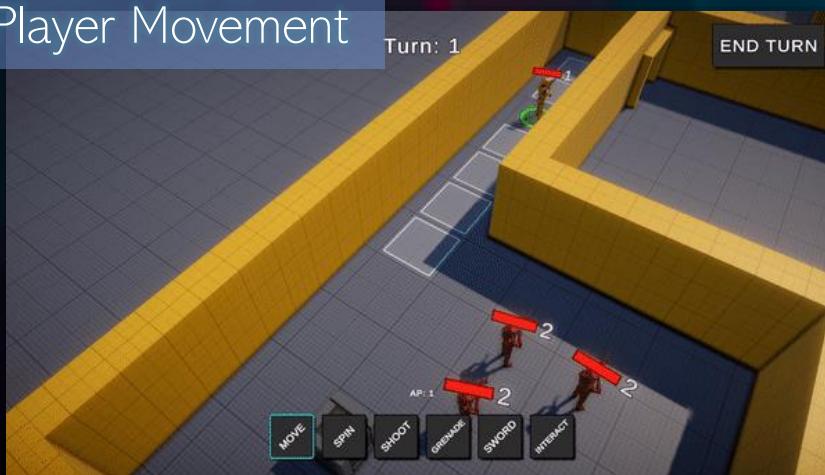
Enemy Combat / Actions



Grenade and radius damage



Player Movement



Target and shooting



Risk Analysis



- ▶ Management of scope
 - Working agile allows the team to ensure we are across the issues and balance scope effectively.
 - Cross-skilled team members allow for assistance across disciplines.
 - Ensuring that the base functionality is working and playable before expanding.
- ▶ Technical/complex programming
 - Clear documentation and programming collaboration.

Pitch 2

CYBER ARENA TV

Cyber Arena TV

Cyber Arena TV is a party game that is structured in a similar format to 80s/90s reality TV show where contestants compete in whacky challenges for entertainment.

It is set in the distant future where people tune in to watch these challenges occur and the player is a contestant on the TV Show.

Provided time allows it would comprise of 3 mini-games, in order of appearance: Each would have its own camera angle.

Multiple people are in giant 'Hamster wheels' and competing in a Sumo arena, they try to knock each other out of the arena. Last person standing wins.

There are three layers of 'unstable ground' where the ground will disappear a few seconds after the player stands on it. If the player falls off they are out, the last person standing wins.

A simple pass-the-parcel type game where contestants are passing a "bomb" that has a random fuse time on it. When the bomb goes off, that contestant is eliminated. Last person standing wins.



Satisfying the Brief

Depict combat as simplistic battle contests



- ▶ We aim to remove the visceral imagery of combat, instead conveying it in a non-explicit “program world”. This allows for detachment from violence while providing visual context when opposing programs collide.
- ▶ The contests are separated into different missions with clearly defined goals.

‘Inspired by’ and not infringing on existing IP



- ▶ The serious tone of the game (RTS and visual style) helps distinguish it from its inspirations, Tron and Ready Player One, which have PG-13 ratings.
- ▶ The role of playing the villain/anti-hero sets it apart from other games in the same space (XCOM etc)

Target Audience

PEOPLE THAT ENJOY PARTY GAMES

Party games making a resurgence (Jack Box, Mario party etc.)

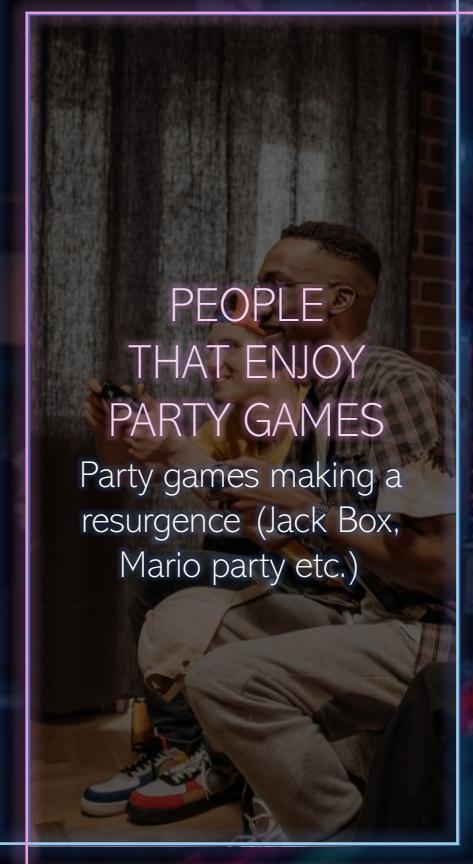


Photo by Pavel Danilyuk on Pexels

CASUAL PLAYERS

Gameplay focused on easy-to-learn, quick games, encourages less serious and competitive play.

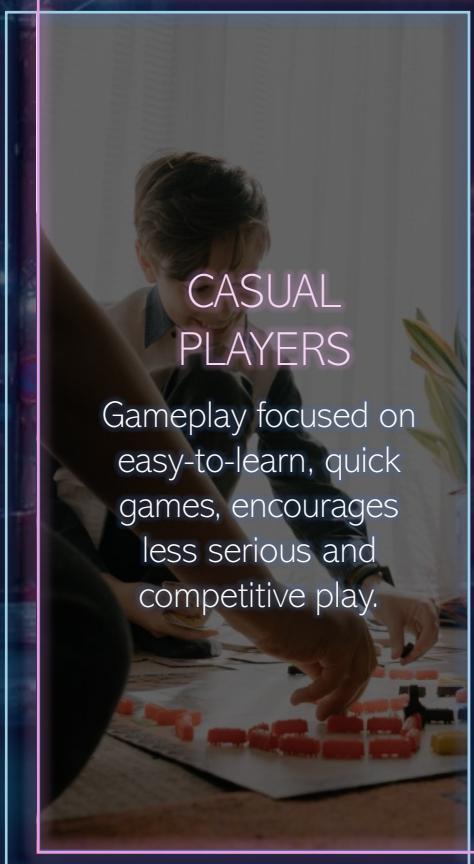


Photo by cottonbro on Pexels

BROAD AGE RANGE ALLOWS FOR A WIDER AUDIENCE

Gameplay focused on easy-to-learn, quick games, encourages less serious and competitive play.

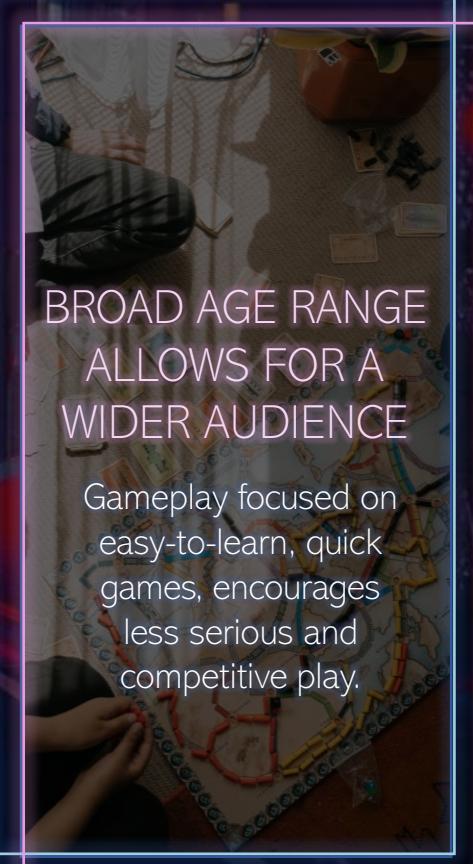


Photo by cottonbro on Pexels

Market Research Summary

Notable titles in same market space



WarioWare: Get It Together! (2021 release)

Source: https://en.wikipedia.org/wiki/WarioWare:_Get_It_Together!

Publication	Score
CGM	7/10
Destructoid	7.5/10
Europgamer	Recommended
Game Informer	7.75/10
GameSpot	8/10
Hardcore Gamer	3.5/5
IGN	7/10



Super Mario Party (2018 release)

Source: https://en.wikipedia.org/wiki/Super_Mario_Party

Publication	Score
Destructoid	7.5/10
EGM	9/10
Famitsu	34/40
Game Informer	7.25/10
GameSpot	7/10
IGN	7.3/10
Nintendo World Report	8.5/10



Fall guys (2020 release)

Source: <https://vginsights.com/game/1097150>

positive reviews	81.3%
gross revenue	18.3m
avg play time	53.5hours
median play time	22.6hours

Core Pillars



► VARIETY OF CHALLENGES

► FAST GAMEPLAY

► EASY TO LEARN AND PLAY

AI combatants

Core Gameplay Features & Systems

Couch Co-op /
Single-screen
Multiplayer

Unique Mini Games
Last person standing challenges

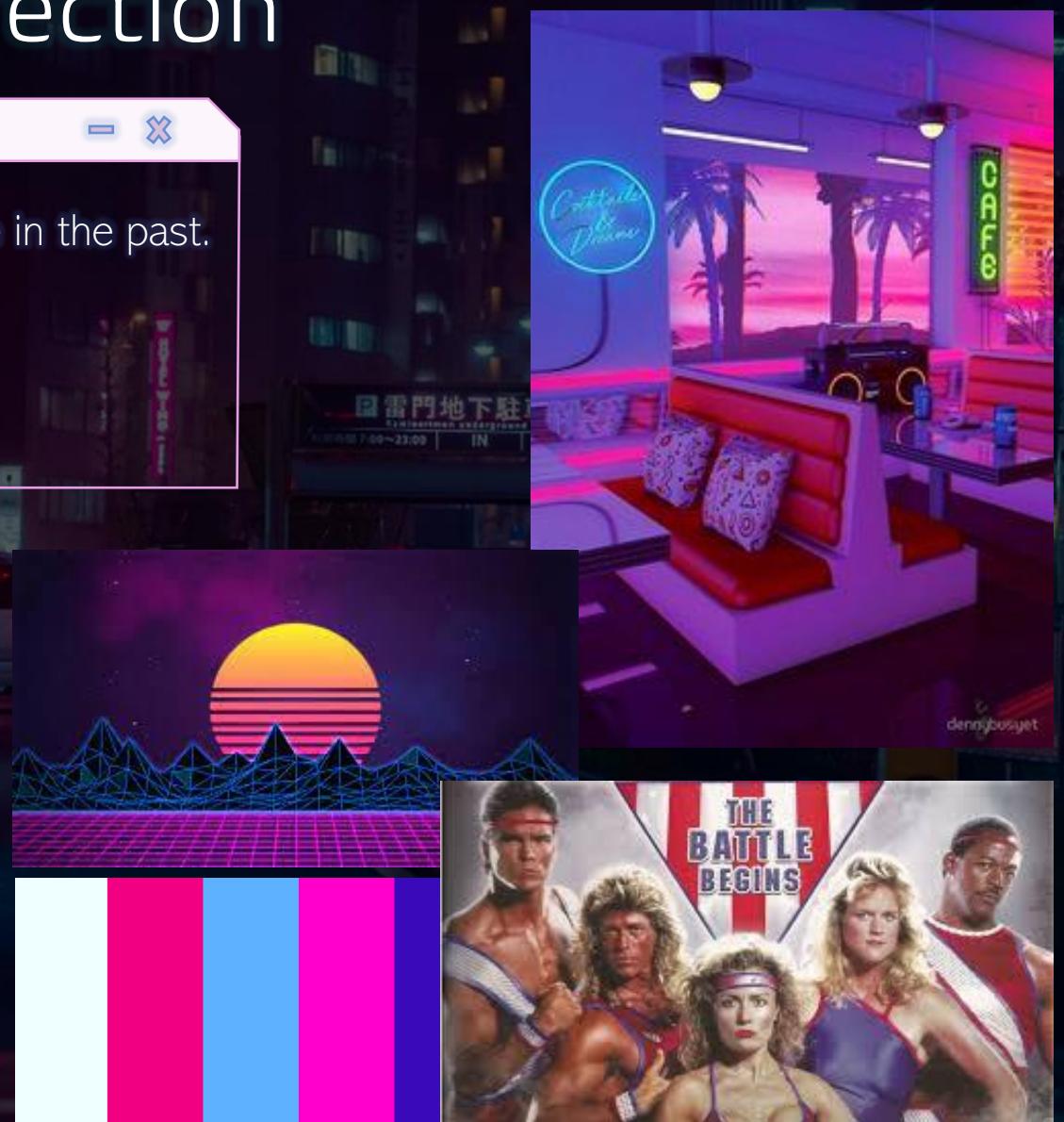
Art Direction

Art Style

- ▶ 'Retrofuturism', what people thought the future would look like in the past.
- ▶ 'Synthwave aesthetic' Bright Neon lights
- ▶ Over-the-top costumes and environments

How the art supports the brief

- ▶ It supports it by being similar in theme to Tron
- ▶ Family-friendly aesthetic that can be enjoyed by all ages relates to the expansion of franchises.

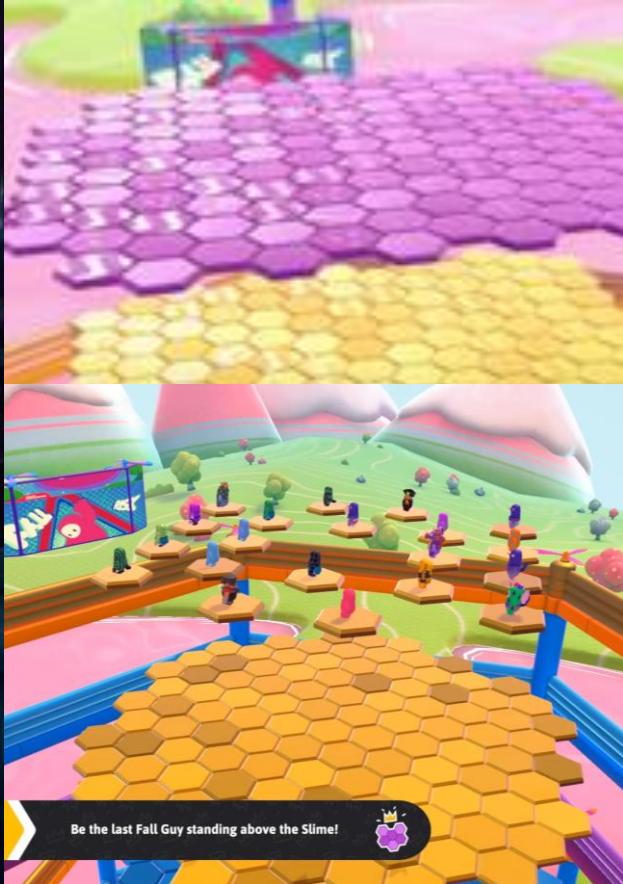


Concept Art

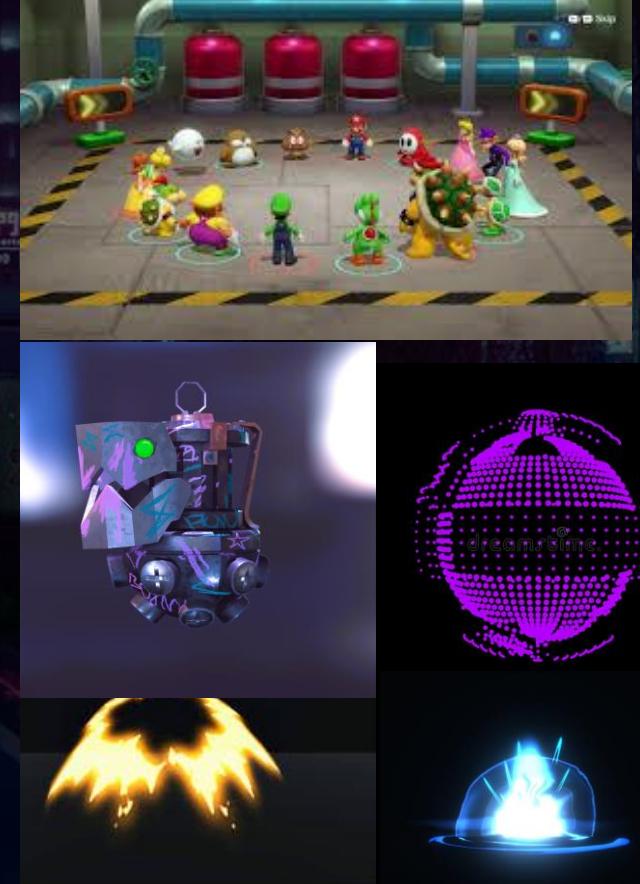
Mini Game 1
Gyrospheres last man standing



Mini Game 2
Floor Is Lava



Mini Game 3
Hot Potato / Pass the Parcel



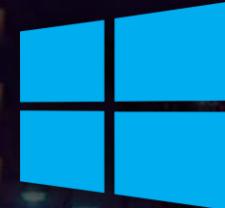
Technical Information



STEAM



EPIC GAMES STORE



PC/WINDOWS

Technical features & Challenges

- ▶ Multiplayer Implementation
 - Multiple Cameras in Unity for Split Screen Play
 - Single Camera Play for Majority of Minigames
- ▶ Greater Volume of Asset Integration
Lower Fidelity in Higher Volume
- ▶ DRY Code
Building Modular Scripts that are Accessed via Listeners
- ▶ Unique Control Schemes
 - Different Game Types will access a Single Input Control Handler
 - Short Unique Scripts for individual functionality
- ▶ Unique Control Schemes
 - Data saving between scenes using Streamreader & Streamwriter
 - Binary conversion

Risk Analysis

- ▶ Management of scope
 - Having each minigame allows us to scale the work easily
 - Working agile allows the team to ensure we are across the issues and balance scope effectively.
 - Cross-skilled team members allow for assistance across disciplines.

Project Schedule & Cost

Schedule							
Pre-production		Production					
		Milestone 1		Milestone 2			Milestone 3
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Prototype		Alpha Build		Beta Build			Final Build

Cost							
Workers	Amount	Per Hour	Hours per week	Weeks	Per week	Total	Notes:
Game Designer	2	\$65.00	22.5	8	\$1,462.50	\$23,400.00	
Game Artist	3	\$65.00	22.5	8	\$1,462.50	\$35,100.00	
Programmer	3	\$65.00	22.5	8	\$1,462.50	\$35,100.00	
Additional Expenses		Per Week					
Unity license	8	\$37.50		8	\$300.00	\$2,400.00	\$150 per month per seat
Adobe subscription	3	\$30.00		8	\$90.00	\$720.00	\$120 per month
Maya	3	\$75.00		8	\$225.00	\$1,800.00	\$300 per month
Zbrush	3	\$16.00		8	\$48.00	\$384.00	\$64 per month
Jetbrains Rider	3	\$13.25		8	\$39.75	\$318.00	\$54 per month
hacknplan	8	\$3.00		8	\$24.00	\$192.00	\$12 per month
						\$99,414.00	
						\$9,941.40	GST
						\$109,355.40	Grand Total

Thank You FOR LISTENING

We tried to give two different pitches that hit the criteria to show the subject matter and our own versatility.