Resilient Kiwi: Magnificent Dream
Game Pitch by RKMD Game Programming Team

Resilient Kiwi: Magnificent Dream is a vertical scrolling platformer. You play as a kiwi who dreams of flying higher than any bird has flown before. The aim of the game is to collect as many points as possible before the game is over. The player gets points from both climbing higher and through collecting kiwifruits. Once the player falls, they get another opportunity to collect as many kiwifruits as possible on the way down. High scores are placed on a leader board.

Since kiwis can't fly, the player must use the platforms in the game's environment to get as high as possible. Screen creep slowly applies pressure on the player to move upward. Kiwi can single jump and double jump-flap to move to each platform. The typical range of platforms are implemented including bouncy platforms, crumbling platforms and moving platforms.

The game world changes as the player ascends upwards. Kiwi starts in a forest environment which changes to a city landscape, to mountains, to clouds and finally, to space. Where possible, the objects and enemies will change with each new environment such as:

- Branch platforms in trees
- Window cleaning platforms in the city
- Cloud platforms etc.

Kiwi will also encounter enemies as he traverses the world. Again, the enemies will be relevant to the current environment such as pests (rats, stoats) in the forest, birds in the clouds etc. Kiwi has the ability to shoot enemies with green laser beams that shoot from his eyes.

Kiwi can collect powerups on the way up which enhance and/or change the gameplay. Such as:

- Kiwifruit – powerups, coins
- Gumboots - spring boots for higher jump
- Hardhat + hi-vis vest - invincibility
- L&P – upside down bottle jetpack

The game art will be vibrant, cartoony and cute, with lots of fun animations and particle effects.

Sounds will have an arcade feel and the music will be upbeat, light-hearted and have an adventurous/triumphant feel to it to match the game's premise.

Target platform: PC
Target audience: Anyone over the age of 5
Genre: Platformer/Arcade/Casual/Action

Unique Selling Points:

- Kiwiana – learn about New Zealand icons and culture
- Simple and easy to play
- Cute and customisable kiwi character
- Reversible gameplay