

David Langen

Oct 30th, 2018



Prospect Productions Present's

A 3-P Entertainment Creation

Volleywood

Action Sports

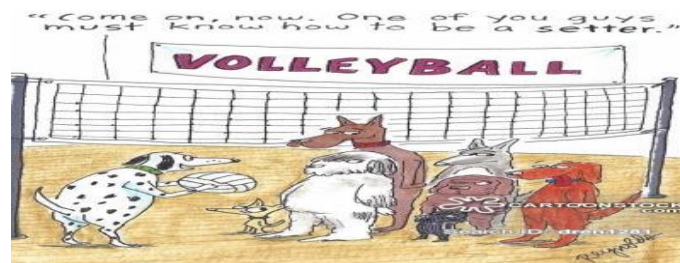


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Game Outline

- Intended game systems
- Target age of players
- Intended ESRB rating
- Projected ship date
- What are the challenges players encounter and the methods by which they can over-come them?
- How does the progression/reward system work? How do players grow as the challenges increase?
- How does the gameplay tie into the story? Do players encounter puzzles that grant access to new areas when solved? Do players have to fight bosses that bar their progression?
- What is the victory condition for players? Save the universe? Kill all the enemies?
- Collect 100 stars? All of the above?
- Character(s)
- Character's backstory
- Concept Art
- Character controls
- Gameplay
- How is the game divided? By levels or rounds?

Game World

- List environments
- Music used in game world
- Present some images and descriptions of the game world
- What do players first see when they start the game?
- What emotions/moods are meant to be invoked by your game?
- How are music and sound used to convey your game's feel?
- How do players navigate the shell of the game? Include flowchart diagram
- Gameplay Mechanics
- Mechanics (item or element that players interact with to create or aid with gameplay)
- Hazards (mechanic that can harm or kill the player but doesn't possess intelligence)
- Power-ups (item players collect to help them with gameplay)
- Collectibles (items that are collected by player that don't have an immediate impact on gameplay)
- How does the player overcome them?
- Multiplayer and Bonus Materials
- Any bonus materials
- Unlockables
- Achievements
- Does your game offer multiplayer?

Game Outline/Game World

- The game is a spoof Volleyball game, which includes fictional and non-fictional characters. The game is simple to the human eye, but difficult to create. The game is intended primarily to play campaign, or multiplayer to create awareness for their charity, or the charities of the non-fictional characters that can be acquired through the access of celebrity management and compromise through charitable donations. You are asked to defeat a number of teams, fictional and non-fictional in order to win the gold medal, where all players on your team will be able to spread awareness for charity, including yourself, hence the multiplayer benefits.
- The game becomes harder as it progresses through the tournament. The characters through victories can acquire skills that can manipulate the gameplay. There will be a small number of offensive and defensive abilities for each character. You earn money throughout your matches to purchase your abilities, within reason.
- When playing through campaign mode, you will be faced against fictional and non-fictional characters. The non-fictional will be available by making real time donations to their favorite charity. Each character will have a small background as chosen. The main story of the game is pretty clear, you are to spread awareness for charities, who in turn get to share their story through the game, and as to why charitable donations are greatly appreciated. Once you've completed campaign mode with a number of characters, as well as accomplished a list of objectives (eg. Donate and use all of Pamela Anderson's power-ups in a winning effort etc...). Once all tasks are completed, you will be able to unlock classic Volleyball video games, as well as with crossed fingers, Mario Tennis, using both Nintendo characters along with the Hollywood stars and fictional characters created for the initial game. There will be boss teams (eg. Adam Sandler and his usual cast etc...). For these wins you will obtain addiction coins to purchase power-ups.

- All characters as explained before, are to have a simple backstory. The list of willing candidates is limitless, as I'm sure a Bradley Cooper would be vulnerable to a charity pitch.
- The controls are based on meters, one for the basic accuracy and power of your shot, and another for your power moves, which will be much more difficult to perform. The other controls should be self-explanatory, Jump/Dive, Run/Walk, Spike/Maneuver, pass/shot and the bumpers for power-ups. The right joystick will be used to move and pressed down to run. The left joystick will be used to select your character as you move through the team.
- The gameplay is turn-based, following Volleyball rulebook, where you can choose to have local multiplayer selected as option. Whilst on local/multiplayer, you'll have the option of playing through a Campaign together, otherwise single matches will suffice to help with training. There will be a tutorial in the training option alongside, single player, multiplayer, single match, or campaign. Each team will become more difficult whilst on campaign mode, from a disgruntled team of associates, to a teenage mutant, in sync brotherhood. To be victorious in this game, would be to reach out to as many charities as possible, with a solid fan base.



Characters

- The game will begin with 16 non-fiction characters in order to max out what could be a 6 vs.6 local multiplayer, with a small a bit of mix and match. All players will have their individual backgrounds. For example, Captain Cook is a disgruntled Chef off of Cruis Ships whose never caught a break. His power-ups may include using the captain of the ship as a baseball bat, or defensively using hot grease to pop the ball before it lands on your side of the court.



Captain Cook is a fragmented individual that desperately wants his own restaurant but is stuck on a cruise ship. Power-Ups; using boat captain as a bat. Boiling oil to pop ball.



The Stinkin' Lawyer can never catch a break. He always looks to win a case but can't due to his hygiene. Power-ups; tossing his stinky jacket over your eyes. Using his case briefs to bore you.



Beatrix is defiant, self-proclaimed badass, who keeps the streets clean of criminal activity through the night. Power-ups; she can roundhouse kick the ball through the net. She can toss a dagger at the opponent. dropping them.



Captain Hollywood is the main boss. He is tough and wants all moneys for himself, not charity. Power-ups; He can pull out his gun and shoot the ball in the air. He can use his spear to impale an opponent.



DJ is a solid hip hop artist, who lives at his moms, and speaks out at night whilst under the influence. Power-ups; Bringing in mom to yell at the team confusing them. Frisbee a disc to decapitate an opponent character.



Doctor Delusion is a dentist that thinks of himself as a heart surgeon. He has high self-esteem and walks around with his chin up. Power-ups; His dental assistant throws retainers until someone submits. A giant tooth falls from the sky, crushing the opponent.



The Funny Fireman is a schizophrenic, hard-working guy that has no fear of the elements. Power-ups; He can use his fire hose to push an opponent of the court. He chases the opponents with an axe until he slashes an opponent.



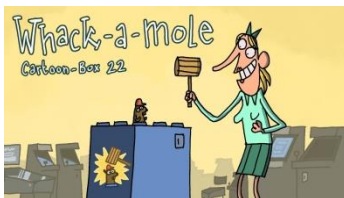
The Farmer is a typical hard working man. This good Samaritan however has hidden secrets. Power-ups; his zombie daughters come from the well and ambush the opponent. He brings in his cows to crowd the court.



The real estate agent is more of a picket fence. She is adorable and happy to be a part of the game. Power-ups; She can take the fiercest opponent on their team and take him through an open house. She can snap and start whipping loonies and the opponent.



The Sergeant is aloof. He's extremely laid back and doesn't understand the meaning of sarcasm. Power-ups; Trump rides in on a tank. He gets on stage and attempts stand-up comedy.



The Arcade driven Aunt is addicted to gambling. She is poor, rarely wins, and is willing to bet on anything. Power-ups; She wins penny slots and throws the machine. She hoaxes an opponent into a poker game.



Molson is just the guy behind the bottle. He is a beer bottle who's alcohol level is 5.0, deadly levels. Power-ups; He can bring in his beer pals and cover the ground. He can break, sacrificing himself in hope that the opponent team gets injured.



The Pot Professor loves his weed. He teaches at a low-end university where the students love him. Power-ups; Blows smoke in your face, blinding you. His students are frenzied and stomp an opponent to oblivion.



The Skateboarder is a teen that refuses to listen to his parents. Although he presents himself as a badass, he's really simple-minded. Power-ups; he kick flips his board high enough to defend any shot. His wheel comes loose tripping opponents.



The Beatboxer is a night-own, drug addict. He performs gigs when he's not on the court kicking ass. Power-ups; He screams into the mic whilst the other team is trying to defend. His producer does a drive-by.



"And don't go robbing to some higher court."

The Judge is no one to mess around with. He gets what he needs and he uses it on the court. Power-ups; He'll throw someone in jail for using their power-up. He boomerangs his Gavel along the opponents side of the court.



Game Summary

- Volleywood is an Action-Sports turn based game that relies on precise timing, and an array of different power-ups in order to defeat an opposing team. The main goal is reach Captain Holleywood and defeat his team in order to raise awareness for your charity.
- The potential for characters is endless.
- The game is made for Mature audiences, but will attract many underage teens as did Mortal Kombat, God of War.
- The controls are simple to learn if you are a fan of previous sporting games.
- The art factor in the game is high.
- The options menu allows you to turn the Mature-Based game into a Teen by switching settings.
- The characters and environment use up to date, 3D graphics.



Thanks for your Consideration.

Sincerely,

David Langen