Pitch Deck – My Super-Duper Bowling

# Elevator Pitch

Movement-based precision game with a focus on having control of a character in attempts to knock people off a tall tower.

# USPs (Unique Selling Points)

Parkour based movement with a low entry point and a high skill ceiling.

# Hook

Smooth Movement and fast-paced gameplay.

# Genre & Audience\*

Younger, speed-focused players.

# Marketability

Similar to successful games – such as Karlson, Neon White, and Cluster Truck – Super Duper Bowling will have a fluid and intuitive movement mechanic, mixed with a unique win condition that will make our game preferred over others.

# Who are we?

Our team is well balanced, including people with good skills in coding, UI, art, and any other necessary knowledge. We have designed the game to be something that we all have an interest in, so that it’s easier for us to collaborate and use our skills to their fullest potential.

Brodie: Programming, Testing,

Max: Menu, UI, Sound, Tutorials

Eddison: Textures, Level Design