

# Game Pitch Document

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**Title:** *[Split]*

**Genre:** *[Cooperative Mining Simulation]*

**Style:** *[3D Low Poly]*

**Platform:** *[Initially for PC, with potential for Online Multiplayer]*

**Market:** *[Targeting casual and cooperative gamers]*

**Elevator Pitch:** *[Team up in Split, a 2-player co-op mining adventure where players must work together to extract ores, craft ingots, and toss resources over a central wall to score points]*

## The Pitch

### Introduction

Split is a cooperative mining game that brings a fresh twist to teamwork and resource management. Players are challenged to mine ores and transform them into valuable ingots. The dynamic gameplay encourages communication and coordination, making Split an engaging and accessible co-op experience.

### Background

The concept for Split was born when brainstorming about a game for a GameJam. Drawing inspiration from classic co-op games and resource management simulator, I aim to offer players an entertaining and challenging multiplayer experience.

### Setting

Set in a charming, low poly world, Split takes place in a mining facility divided by a colossal wall. Players take on the roles of industrious miners tasked with extracting precious ores, refining them into ingots, and delivering the final products to the scoring conveyor belt. The central wall adds a strategic layer, requiring players to toss resources over to their teammate, adding an extra layer of challenge and cooperation.

### Features

1. Cooperative Mining
  - Players work together to mine ores from different sections of the level.
  - Coordinate to optimize mining efficiency and gather resources in a limited time.
2. Resource Crafting
  - Use a smelter to turn mined ores into valuable ingots.
  - Strategize on the types and quantities of ingots needed to maximize score.
3. Central Wall Challenge
  - A large wall divides the playing area, preventing direct player movement.
  - Players must toss resources over the wall, requiring precise aim and coordination.
4. Time-Based Scoring

- Levels are time-based, encouraging quick decision-making and efficient resource management.
- The faster and more strategically players work, the higher the score they can achieve.

#### 5. Dynamic Level Design

- Each level presents new challenges, such as shifting conveyor belts, changing ore values, and environment obstacles.
- Levels progressively increase in complexity, providing a learning curve for players.

#### 6. Local Co-op and Online Multiplayer

- Play with a friend locally or team up online for a cooperative mining experience.
- Leaderboards and achievements add a competitive edge for those seeking high scores.

## Genre

Split falls under the cooperative mining simulator genre, combining elements of teamwork, resource management, and strategic coordination. The game offers a unique cooperative experience that challenges players to communicate effectively and work together to achieve mining success.

## Platform

Initially designed for PC, Split's accessible co-op gameplay makes it suitable for both casual and dedicated gamers. The potential for local co-op and online multiplayer enhances the social aspect, allowing players to enjoy the game together, whether in the same room or connecting from different locations.

## Style

Here is a visualization of how the Split would look like.

