chunk. GAMES

ABERTAY GAME PITCHES.

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LET THE GAMES BEGIN.

ABERTAY GAME PITCHES

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Version	Changes
1.0	Changes here

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ABERTAY PITCHES

This document contains three proposals for student group projects at Abertay, for the students on the following courses;

- **BSc (Hons) Computer Games Technology**

- **BSc (Hons) Computer Games Application Development**

- **BA (Hons) Computer Arts**

- **BA (Hons) Creative Sound Production**

- **BA (Hons) Game design & Production Management**

- **BA (Hons) Visual Communication & Media Design**

High Concepts

The pitches proposed here are just high concepts, not specifications.

High concepts are conceptual springboards, rather than fully formed game designs. They don't go into great detail about the how's and why's, and they're deliberately void of any treatment and style. They just outline a basic premise, to see if it strikes a chord.

The images and references contained in this doc are for illustrative purposes only, to convey the flavor and essence of the pitch. Try not to let them influence your project.

A BIT ABOUT CHUNK GAMES

Chunk Games is part of Chunk Group and we've been around since 2001. Although our brothers and sisters in the Group make lots of clever digital things, here at Chunk Games, we just make games because that's all we want to do. We make our own games and we make games for brands such as the BBC, Sage, Cadbury and Heineken UK.

We make games for online, mobile, handheld, consoles and sometimes more unusual platforms such as cinema. We make games for everyone because everyone is playing games and we make them to make people feel good. People enjoy our games because they are fun and exciting. We like to be first to try new things and we're always pushing boundaries.

We look forward to seeing what we can create together!
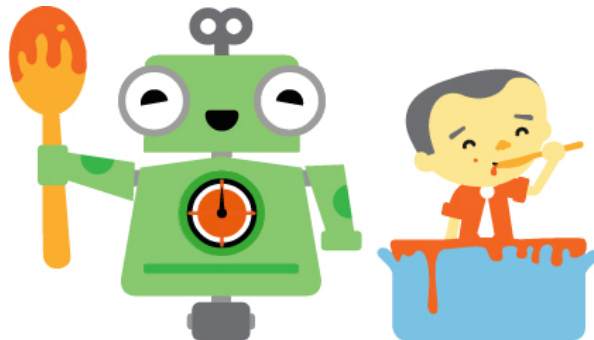
Chunk Games... Games that make you feel good!

PLAY-CRAFT

When asked how he created his 'Statue Of David', Michelangelo is rumored to have said…

"It is easy. You just chip away the stone that doesn't look like David."

There's never really been a good game about carving, chipping, or molding a material for some purpose. But what do you use to shape the material? And why are you doing it.

We'd like to see a game where you turn **something** into **something else** for **some purpose**… through chipping, molding, carving… any of the manual crafting disciplines you can think of really. The rest is up to you!

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Purpose

The surge in touch screen and motion capture technology in games has meant that games have become a lot more physical in nature, just like manual crafting skills. We like the idea, and we'd like to see a team really develop this concept and make a prototype.

Because this is just a prototype development, the choice of platform is up to the team. The focus is on developing the play mechanic, and potentially the 'wrapping' for the product too (Art style / visual direction).

Audiences

At Chunk Games, inclusive gaming is one of our core principles. So our games aim to be as appealing to as many people as possible, rather than serving a niche group.

Our games aim to be intuitive, easy to play and full of positivity and life.

Deliverables Needed

Working prototype is a must.

Source code, game art assets and Concept sketches, design docs where appropriate.

Concept / IP must remain with Chunk.

IT'S NOT WHAT YOU SEE...

"Reality is merely an illusion. Albeit a very persistent one"

- Albert Einstein

If a tree falls in the forest, does it make a sound? Well, that all depends on your interpretation of sound. If nobody ever sees it, does it even really fall over?

Modified versions of Young's interference experiment, in which a particle laser fires particles through two slits onto a light sensitive screen, have been shown to yield totally different results if the experiment is observed (i.e., someone watches it happen).


Watched   **Unwatched**
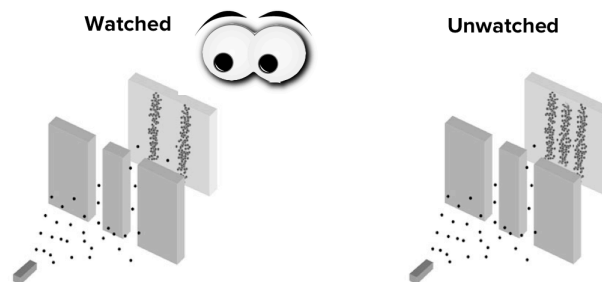
What this may mean, is that just by LOOKING at something, we can change the nature of reality!

If that kind of thing blows your mind, then good, this might be the right project for you. Design and prototype a game concept which uses the nature of; *"What you can and can't see"* as the primary game mechanic.

Purpose

This is a pitch where we really want to see a team thinking outside the box. Forgetting what they know about standard gameplay mechanics and models.
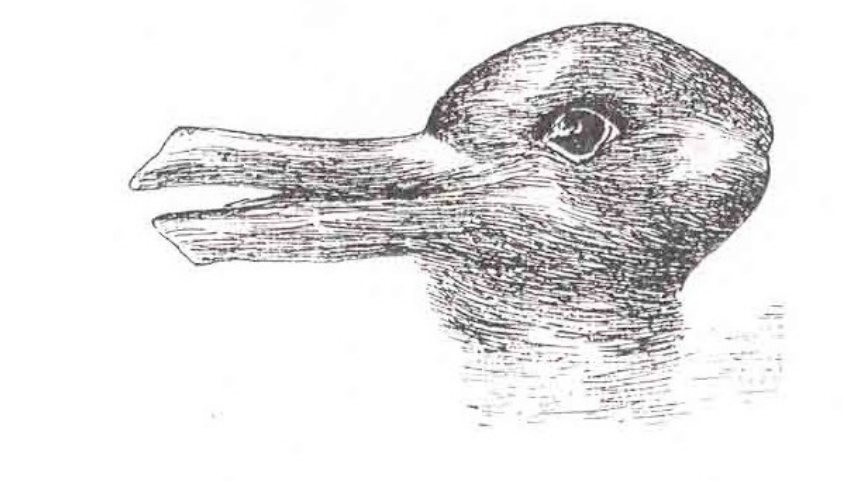
Duck or a bunny?

Because this is just a prototype development, the choice of platform is up to the team. The focus is on developing the play mechanic, and potentially the 'wrapping' for the product too (Art style / visual direction).

Audiences

At Chunk Games, inclusive gaming is one of our core principles. Our games aim to be intuitive, easy to play and full of positivity and life.

This may present a particular challenge to the team in this project, given that the brief really demands a game that turns all the rules on their head. Good luck!

Deliverables Needed

Working prototype is a must.

Source code, game art assets and Concept sketches, design docs where appropriate.

Concept / IP must remain with Chunk.

UNIVERSAL STORY

"It is an ancient need to be told stories. But the story needs a great storyteller."

- Alan Rickman, in reference to J.K. Rowling

Storytelling is an important part of games. Even games that don't have definitive 'Plots' still grip the player; their performance becomes the story.

The first 15 minutes of 'Up' manages to tell the whole story of two peoples lives, through montage, with no dialogue. Christopher Brooker has argued that there are only seven different basic plots, and that these are instinctive, and understandable to all human beings, no matter their age or background.

We'd like you to tell an interactive story, through play. The story can be about anything you want, but it should be understandable to anyone, no matter what language they speak. To this end, here's the only rule...

Absolutely no text or dialogue may appear in your game!

Everything else is up to you.

Purpose

Since a story doesn't need to be that big or long, we'd like to see a complete and realized 'Product' rather than a clever game mechanic. This pitch is about art and storytelling, rather than challenge or gameplay.

Interactive elements should be kept light and intuitive. We don't particularly have a platform in mind, but we would say that it wouldn't really be appropriate on, say, Xbox. Online web based (Flash) or maybe iOS / iPad would be a safer bet!

Audiences

At Chunk Games, inclusive gaming is one of our core principles. Our games aim to be intuitive, easy to play and full of positivity and life.

Deliverables Needed

Source code, game art assets and Concept sketches, design docs where appropriate.

Any materials produced, Concept / IP must remain with Chunk.