Pitch Report Protask 2019

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Cees Loomans, Rico van Dooren, Stijn van Gemert

# Our pitch

We made a pitch for our protask on the third of November 2019. Our idea was a videogame made with Unity in C#. The game would be a procedurally generated Japanese-style roleplaying game with custom characters, an endless world and lots of customizability. The standards for creating a JRPG are present, like a battle system, character stats, spells and consumable items.

We pitched this idea to Cees Loomans and Rico van Dooren. Showing the possibility and our requirements for the project. It was presented via PowerPoint presentation.

# Reception and Comments

The idea was well received. There were little issues and the project was accepted. There were a few comments made by the teachers involved.

The question was raised if all of our ideas weren’t a little too complicated. We explained that we would first create each feature it in a simple manner, and then later refine it if we wanted to. This was acceptable.

Another comment was if the project would be a bit much for us to do in the given time. Our answer was that we mostly wanted to make a base for everything. Our biggest requirements are the procedural generation of the game world and the customizability options. Requirements are given by priority via a MoSCoW list in the project plan.