Start video pitch

-start with introduction

-explain concept/show glimpses of document

-dive deeper into game

-show/talk about code

-end off on fun statement

---------overtime bonus

-create trailer-like clips of game for the pitch

-extra editing

-meme version

Basic script talking points

START INTRODUCTION =====

* Hello I am (probably gonna say stormy)
* I will be talking about my newly upcoming game (title)

EXPLAINING CONCEPT ======

* You’ll play as CLARA, one of the characters I’ve had in the works for a while.
* You will explore an abandoned “factory” building
* There will be a lot of puzzles

Documentation===

* Show documentation on screen
* Talk about the contents(avoiding the spoilers)
* Nice little end off that slides perfectly into the next part(possibly with animation

Prototype====

* Show prototype demonstration
* Show my process in the engine
* Dive deeper into code
* End off with funny ending

**[Introduction]** •

"Hey, I’m Stormy[hand points at character], and today I’m excited to introduce my upcoming game, [Game Title]!"[title pops up with a funny sound effect]

"In this game, you’ll play as Clara[Clara appears and a hand points at it], a robot trapped[It shows clara in prison] in a crumbling factory."[the prison turns into an abandoned factory]

• "Explore dark corridors, solve puzzles, and uncover the secrets behind the facility."[animate something, idk]

"The gameplay focuses on exploration and puzzle-solving."[animate Clara lost and then just pressing a button]

"Set in an abandoned factory once owned by a [cartoonishly fake shiver] siiniisteeeeer robotics company."

• "You’ll uncover dark secrets, hidden logs and scaaary secrets, how creEeEepy is that!"[zoom in on subtitle “CreEeEeEpy” with slight comedic tilt effect]

If you enjoy atmospheric horror and puzzles, this game is for you!"[hand points at the camera]

**PROTOTYPE SEGMENT:**

**[Show prototype demonstration]**

* "Here’s the current prototype of the game”
* "As you can see, we’ve got the basics up and running, that is good!”
* “not so good-“ (cut to a glitch where Clara can’t move)

**[Show the process in the engine]**

* "Anyways here you can see the goobly gob, the doohickey and lastly the main character! YIPPEE!”
* "Now here comes the best part, CoDiNg TiMe”

**[Dive deeper into code]**

* "Open up this doodad up here and we can see the code!”
* "Here you’ve got my Scene manager, the thing that makes stuff exist and not exist at will! :D”
* "As you can Obviously tell by my code here, I’ve got a nice lil player script with some movement and interaction going on—cool right?”

**[End with a funny ending]**

* "And there you have it, A peep at my work!”
* “See you next time on [title] and notreallygoodbyeee”[disappear character and voice echoes]