

Game Pitch Document

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Title: Get Tilted

Genre: 2D Action-Puzzle Platformer

Style: 2D pixel art with vibrant, glowing visuals and dynamic effects; a retro-inspired aesthetic similar to Jump King and Dead Cells.

Platform: PC (initial), with potential expansion to consoles (Switch, PlayStation, Xbox).

Market: Fans of challenging indie games, streamers, and players who enjoy precision-based mechanics and competitive leaderboards.

Elevator Pitch: Take control of a dual-rotor drone in a precision flight action-puzzle game with a pixel-art style, where mastery and timing are essential. Navigate through intricate courses, perform daring tricks like wall rides and floor bounces, and aim for high scores by flying ever higher and faster. Overcome obstacles and recover from stumbles as you climb challenging vertical levels in a test of skill, strategy, and persistence.

The Pitch

Introduction

In Get Tilted, you control a dual-rotor drone in a grueling vertical course, mastering precision flying, perfect landings, and daring tricks. Navigate tight spaces, perform wall rides, and bounce off surfaces to climb higher. With punishing falls and minimal moving parts, the game challenges skillful control in a dynamic pixel-art world.

Background

The main inspiration for this game is Jump King, which blew up in the streaming community as a fun humorous skill based game. I wanted to combine the fun element of skill based games that Jump king provided with my love for drones, coming up with the idea to have each of the drones rotors controlled by separate keys, making it complicated to fly where needed.

Setting

The game puts you in the shoes of a drone operator trying to get the main prize in an event. Your final goal is to reaching the prize at the end of the course, which will be pointless, as the game end once you crush into the prize breaking both it and your drone (with great effects like fireworks and glass shards).

Features

Players take on the role of a drone operator, mastering dual-rotor controls to navigate a challenging vertical course. The unique mechanics require balancing thrust, timing landings, and recovering from stumbles, creating a deeply rewarding gameplay loop.

The course transitions between open, welcoming environments and claustrophobic tight spaces that demand perfect control and skill. Success comes from learning the course's intricacies and refining techniques to climb higher. Levels are crafted to challenge players without relying on moving parts, emphasizing skill-based mechanics like wall rides, floor bounces, and precision landings. Each segment tests creativity and mastery of drone movement. Players are driven to improve by comparing their times and scores with others, climbing leaderboards to earn better medals and achievements.

Like Jump King, failure is part of the journey. Crashing into obstacles or poorly timed landings cause the drone to fall, but the thrill of regaining lost progress and mastering difficult sections keeps players engaged. The game's pixel art style, vibrant effects, and minimalist design create a distinct and memorable atmosphere. With medals, achievements, and increasingly complex challenges, players are encouraged to replay, refine their skills, and push themselves to perform better tricks and faster climbs.

Players will relish the satisfaction of overcoming grueling challenges, the adrenaline of risky maneuvers, and the pride of seeing their name climb the leaderboards. With added multiplayer, the game has little missing from becoming a great time for hardcore gamers and streamers alike.

Genre

The Game falls within the precision flight action-puzzle genre, a subgenre that blends elements of action, puzzle-solving, and skill-based gameplay. Unlike traditional platformers, Get Tilted focuses on controlling a drone's two rotors separately, demanding precise timing, strategic landings, and controlled movements to ascend through intricate courses. While many action-puzzle games involve navigating obstacles and solving spatial challenges, Get Tilted sets itself apart with its emphasis on mastery of dual-rotor controls, which adds a layer of complexity not found in typical platforming or racing games.

Platform

The game should run primarily on a computer with support for keyboard and controller inputs, it could also be supported on consoles, but those would be a secondary focus.

Style

