**Stuart Little in 70s**

**Concept Document**

\*Genre: Arcade

\*Setting: Fantasy

\*Description:

The Arcade game based on movie Stuart Little (1999) in style of 70-80s Atari 2600 games. It has 3 levels, which are based on “survival highscore” mode. Still, some of them could be completed.

\*Target audience: People who like classic Arcades and Atari style (6+)

\*USPs: “What if movie “Stuart little” was released 20 years before, and it would had it’s own video game?”

\*Development Roadmap:

17.04.24-generating the Idea and writing concept doc;

18.04.24-painting all sprites, creating all sounds and start developing levels;

19.04.24-developing all levels and giving them algorithm;

21.04.24-polishing the game and sending it to jam.

\*Team:

\*\*Roman Litvinov - **Team Lead**, Main Game Designer, Main Project Manager, Art Designer Assistant, Sound Designer;

\*\*Assemgul’ Amantaeva - Main Art Designer, Main Presenter

\*\*Nurbergen Turagal - Main Programmer

\*\*Token Sabit - Programmer assistant