**Stuart Little in 70s**

**Concept Document**

\*Genre: Adventure, Puzzle

\*Setting: Fantasy

\*Description:

The Adventure game based on movie Stuart Little (1999) in style of 70-80s Atari 2600 games.

You, in role of Stuart himself, complete levels which were key moments from the film, Like meeting the Stuart, finding costumes, Escape from cats, Ship Race, Car Race and etc.

\*Target audience: People who like classic adventures and puzzles (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 and start developing levels;

19.04.24-developing all levels and giving them algorithm;

20.04.24-polishing the game and sending it to jam.

\*Team:

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

\*\*Imanali Kozhakhmetov - Project Manager Assistant, Game Designer Assistant

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

\*\*Nurbergen Turagal - Main Programmer