

MY
HEART
IS A
CRIME

BY ARYAN TOMAR
& RISHI VASHIST



PRODUCT



“MY HEART IS A CRIME” IS A VIDEO GAME WHICH IS ABOUT A BOY “AYATO YAMAMOTO” WHO GETS POSSESSED BY A DEMON. AYATO’S PARENTS TALKS TO A PRIEST TO HELP AYATO AS AYATO’S BEHAVIOR WAS GETTING WEIRDER AND WEIRDER PARANORMALLY. THE PRIEST TRIES TO COMMUNICATE WITH THE DEMON AND THE DEMON TELLS EVERYONE THAT IT HAS POSSESSED HIS HEART AND YOU WILL HAVE TO SACRIFICE TO SET HIM FREE AND HE ONLY HAS A LIMITED TIME TO LIVE.

WHY WE CHOSE TO MAKE THIS GAME?

WE CHOSE TO MAKE THIS GAME BECAUSE OUR PASSION IS GAMING AND OF COURSE, EVERYBODY LOVES GAMING! SO WE DECIDED TO MAKE A GAME AS IT IS OUR PASSION.



OUR INSPIRATION

WE HAVE MANY INSPIRATIONS. BUT FOR THE GRAPHICAL AND DEVELOPING STUFF,
OUR INSPIRATION ARE

- POKEMON GAMES
- FINAL FANTASY SERIES
- MANY MORE ANIME GAMES AS THEIR GRAPHICS ARE OLD SCHOOL

BUT FOR THE STORY, OUR INSPIRATION IS

- THE NARUTO SERIES



TARGET AUDIENCE

OUR MAIN AND THE MOST FOCUSED TARGET AUDIENCES ARE GOING TO BE GAMERS BECAUSE ONLY GAMERS LIKE TO PLAY GAMES AND THEY HAVE MORE EXPERIENCE IN THE GAMING AREA SO THEY WILL BE ABLE TO JUDGE OUR GAME ACCORDINGLY.



HOW WILL WE DO ABOUT IT?

TO COMPLETE THIS GAME, WE WILL NEED TO DO CODING, WE MIGHT REQUIRE JAVA, PYTHON, C++, AND TO COMBINE THEM, WE WILL USE UNREAL ENGINE WHICH IS A GAME ENGINE.



CHALLENGES WE MIGHT FACE

WE ARE GOING TO FACE MANY CHALLENGES DURING THIS PROCESS. MAYBE OUR CODING GOES WRONG AND THE DEBUGGER DOESN'T WORK. WE CAN ALSO BE IN TROUBLE IF ONE OF US GETS ABSENT, THEN THE WORK CAN REMAIN PENDING. THE MOST DANGEROUS PROBLEM WE MIGHT FACE IS GETTING POSSESSED BY A DEMON.



HOW TO OVERCOME OUR CHALLENGES?

IF SOMETHING GOES WRONG IN ANY PARTICULAR AREA, WE WILL TAKE HELP FROM A PERSON WHO IS VERY GOOD AT THAT AREA.



OUR SUCCESS CRITERIA

WE WILL BE ABLE TO BE SUCCESSFUL ONLY IF PEOPLE LIKE OUR GAME VISUALS, THE STORY, THE IDEA, ETC.

WE WILL TRY OUR BEST TO ACHIEVE OUR SUCCESS!



THANK
YOU

HOPE YOU
DON'T GET
POSSESSED



BY ARYAN TOMAR
& RISHI VASHIST

