

Video Game Pitch Document

Reach for the clouds

- Game Title: Reach the Clouds

Concept Overview

This game is made to be challenging. users have to work hard to win.

Why will players want to play it?)

- Genre: It is a parkour game
- Target Audience: This game is made for kids 8-18 years old mainly.
- Core Gameplay: The primary mechanic is jumping across platforms to avoid traps

Story and Setting

- Narrative Summary: You are the main character and you let go of your balloon. You must jump up the platforms to chase down your balloon and get it back.
- World/Environment: An infinite cloudy sky full of bright colored platforms and traps,

Gameplay Features

- Core Mechanics: The core mechanic is jumping and moving left and right. If you miss a platform there is also gravity and you fall.
- Controls: It only supports keyboard and mouse controls. You use "A" and "D" to move left and right. You use "W" to jump
- Unique Selling Points: Our challenging parkour in a 2d environment sets us apart from other modern games.

Art and Sound

- Visual Style: Our art style is mostly pixel art that doesn't have any direct inspirations.
- Audio Design: We'll have sound effects for falling or dying to traps

Market Research

- Competitive Analysis: Some similar games include Doodle Jump and Mario. Something that makes our game stand out is that we have different characters and it mixes themes and characteristics of other games to make something new and original, such as the end goal being a hot air balloon.
- Player Motivation: The challenges in the game give players motivation to keep trying. People love the feeling of winning so if they have a challenge, they will continue playing to achieve that goal, as well as attempting to get better scores and quicker times.

Development Plan

- Team Roles: Roan: Lead Developer, Memphis: Coder, Finn: Graphic Designer, Grady: Coder, Riley: Graphic Designer
- Tools/Software: Processing, Adobe Illustrator, Adobe Photoshop, Audacity, Piskel
- Timeline: (Include a high-level timeline for the project milestones.)

Monetization and Distribution (Optional, for advanced groups)

- Pricing Model: It would be a one time upfront payment to play the game.
- Platform: PC, specifically on Steam.
- Marketing Strategy: Use ads to promote our game.

Mockups and Illustrations

