Game Pitch Document

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Title: *[Starscape]*

Genre: *[Openworld RPG]*

Style: *[3D, Polygon style]*

Platform: *[Steam]*

Market: *[12-30 years]*

Elevator Pitch: *[Minigames with storyline where decisions matter]*

The Pitch

Introduction

Open world with a large variety of story lines, many choices of core skills and all this with a unique graphic style. You can find your enjoyment everywhere, by getting new skills, exploring, do puzzles, racing with cars you build by materials you can gather, etc.

Background

I had an idea based on what is missing in different games, that I would appreciate to be in those games. I played a lot of genres, but never found anything that would satisfy me. The game which was the closest was World Of Warcraft with its open world, story missions and so on, but I didn't like the UI, where I would get lost all the time, the gameplay was sometimes impossible and it wasn't affordable for me and it's upsetting that it lost its potential. Another game that inspired me was GTA V and graphics of Genshin Impact.

Setting

Its set in a different universe where you can even travel between different planets. When you start a game you have choice between variety of characters, from which you start a game on different planets. As for the characters you wil have many options to choose from for example a character which is sort of an Gearwright (makes different machines), Mechanarch (builds cars, is more for racing gameplay), Soulpiercer (sort of assassin), ... Enemies will as well depend on the region (planet) where you can, somewhere they could be sort of aliens, anywhere else it can be wildlife, guards,...

Genre

Openworld RPG - you can do quest, explore the world,... Racing - build your own cars and race with other players, Interactive - your decisions matter on the plot progression, Wargame - of course there must be some enemies on which you can use weapons you make and protect the world (or you can be the enemy).

Platform

I will definitely release it on Steam and then I will decide if I would release it on other platforms like Epic, etc.

Features

When you start a game you have choice between variety of characters, which you can modify and then during the missions, where your decisions matter, because you can get on a bad side or good side. For example you could choose between three options when you interact with NPC and based on your decision it will increase your reputation in certain way. The main two features of this game are its graphic and that it can be for everyone. If someone likes racing genre, then go on, build yourself a car(not only car) with materials you get during exploring and compete with it. If you like solving puzzles, then in the openworld you have a lot of them. If you like wargames, you will also find something for yourself, so its really almost for everyone.

Style

I like when a game has not smoothed out shadows, when it has that unfinished touch. For example game characters from Deep Rock and Arcane series or the nature by Genshin Impact. I have already made some objects from this style, so I will show a picture of bush I made and two other from game inspiration.

b) shows the character style in Deep Rock, where the number 1. shows not smooth out shadows and 2. where you can see the individual polygons.

c) shows the nature in Genshin Impact, where number 1. presents as well the unfinished touch on shadows and 2. is also the visible polygon.

(a) Bush   (b) Deep Rock   (c) Genshin Impact