

Video Game Pitch Document

Title

- Game Title: AstroCats

Concept Overview

- Elevator Pitch: A space themed rogue-like where a cat in a spaceship destroys waves of enemies
- Genre: Rogue-like
- Target Audience: Any gamer that want to play a new but simple Rogue-like game
- Core Gameplay: Shoot the enemies

Story and Setting

- Narrative Summary: 2 worlds are colliding and the inhabitants are fighting over domination. More details unavailable (spoilers)
- World/Environment: In space, chaos on the colliding planets/galaxies
- Key Characters: Cat, there's a tiger species, and some made up aliens

Gameplay Features

- Core Mechanics: (List the main gameplay mechanics players will engage with. Be specific.) Players will spend the majority of their time shooting aliens in a 2d top down perspective. They will also occasionally level up and increase the stats of their ship, eventually becoming strong enough or fighting enough waves to challenge the boss.
- Controls: (Explain the control scheme and platform considerations.) WASD movement and mouse to fire/aim. Mouse is also used to upgrade
- Unique Selling Points: (What features set your game apart?) Being a space themed roguelike

Art and Sound

- Visual Style: Pixel Art
- Audio Design: Space themed with laser sounds

Market Research

- Competitive Analysis: (What games are similar to yours? How does yours stand out?) We take elements and themes from both space shooters and other roguelikes but AstroCats is one of the few games that does both. We are also the only ones in the 8-bit art style.
- Player Motivation: (Why will people want to play this game? What emotional or experiential needs does it fulfill?) For those who want to play an 8-bit space style game but with some modern game design conventions.

Development Plan

- Team Roles:

Ruby Jacobsen: Graphics, script

Elan Horne: Sound, Graphics

Brannon Lai: Programming/Game Logic, Mechanics

Ethan Mabey: Programming/Game Logic, Mechanics

George Huang: Graphics/UI Design, Script/Story

- Tools/Software: We're just using Processing

- Timeline: Main gameplay is nearly done, then we'll spend the rest of available time on the story

Monetization and Distribution (Optional, for advanced groups)

- Pricing Model: (Free-to-play, premium purchase, subscription, etc.)

- Platform: (PC, console, mobile, etc.)

- Marketing Strategy: (How will you get the word out?)

Mockups and Illustrations

- Include any concept art, sketches, or prototype screenshots that illustrate your ideas visually.

Appendices

- Include any additional information, such as gameplay flow diagrams, level design sketches, or supporting research.