Pitch script – Concept 2

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**Narrator** Our second concept is an arcade game. The action takes place in a plan view maze. The aim is to get out of the maze as quickly as possible. There will be increasingly difficult mazes on each level. The player gets 3 lives.

**Interface** Your character starts at the bottom of the maze. Using simple directional controls you guide your avatar to the exit at the top. There is a countdown timer and a lives indicator.

**Player** OK, I’ve got it. Up 2, right 3, up 4 … easy peasey!  
argh! What’s that up ahead?

Narrator Unfortunately, the dungeon has rats!

Fortunately, the dungeon also has some loose rocks. Your character can pick up the rocks and throw them at the rats

Interface The number of rocks the character picks up is displayed on the screen. Every time a rock is thrown, the number of rocks goes down. Hitting a rat will make it disappear. The rat may avoid a rock by moving out the way.

Player Take that, you horrible rat!

Interface The rat kill gives you bonus points. Other points will be awarded for speed of completing the maze. Points are constantly displayed to side of the action. Once a level is completed, the time-based points will be awarded and the total displayed.

Player Hold it. I’m sure this was the way but there’s a wall in the way. That wasn’t there a minute ago!

Narrator From time to time, the walls of the maze randomly change a little. Other obstacles include spiders which build webs in the way and bats which slow you down

Player I can see the exit but I don’t think I can make it in time

Interface GAME OVER

Narrator Once the player looses all their lives, they are invited to put their initials into the leader board if they qualify.

Player At least I made it through 5 mazes this time. And I got the top score.

Grrrrrrrrr, rats! I hate rats!