Game Pitch Document

[Name] [Surname] ([Login])

Title: Johny Bullet-Eye

Genre: Third person shooter

Style: 3D, Realistic, Parts only in black, white and red

Platform: Only PC

Market: 15+

Elevator Pitch: Action shooter for those who actually want to play

Introduction

Pitch

Johny Bullet-Eye is a third-person shooter with elements borrowed from games like Max Payne and El Matador. The game will be focused around big areas and the ability to use slow motion for your advantage.

Background

When thinking about a game that would be really well received nowadays I found this older game called El Matador which used slow motion in its shooting sequences and remembered how well it looks.

Setting

At the beginning the game will take place at some fictional battleground with our main character being a soldier in this conflict. The game will switch between this setting and present time where main character is fighting his mental issues caused by the war while working as a member of special police force dedicated to fighting gangsters. There won't be many cutscenes so the story will be told through dialogues while playing the game.

Features

The game will be focused around the slow-motion feature. The enemies will always be in advantageous position so the player will have to use slow-motion quite often. The game is part of a half-dead genre which is only being kept alive by indie developers and market lacks any AAA game done like this. The game will be greatly inspired by games like Vietcong in this case. There will be traps, ambushes, etc. In most of the missions there will be companions so the player doesn't feel alone. The will usually die during the mission and will be just another nameless casualty but some NPCs will follow you throughout multiple missions. Another selling point will be the difficulty. This game will be harder than most modern shooting games and should be comparable to games like Far Cry 1 and other similarly old games.

Genre

The game is a third-person shooter. The main focus is around the slow-motion which will be included even in some cutscenes. Compared to games like Max Payne this game will have melee combat included as well with it's own minigame. Other focus will be on maps since every single level will be slightly different and will force the player to change his gamestyle so he will be able to survive.
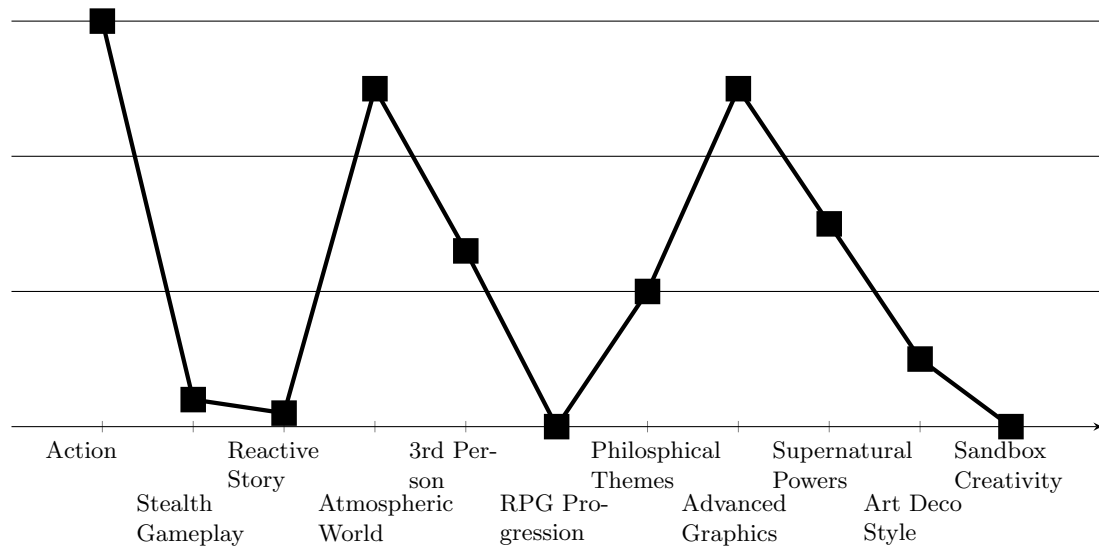
Johny Bullet-Eye

Figure 1: Value graph for *Johny Bullet-Eye*.

Platform

The game will be focused only on computer to cut expenses and allow developers to focus on optimizing the game for just one platform. There is a possibility for PlayStation and xBox in the future if the game sells well, altough core gameplay will propably require some simplifications since the game is designed specifically for PC.

Style

(a) Inspiration from El Matador

(b) Cover system inspired by Max Payne 3

(c) Ability to jump and shoot anywhere. From Max Payne 3