

Pitch Document: Environment Destruction Game

The game will be an auto-runner where the goal is to survive a black blob creature using the objects in a randomly changing world to slow the creature down.

Game Objective

The objective of the game is to earn points by successfully using objects in the environment to slow down the creature and earn coins while traversing the world. Coins will allow the player to purchase new tools to destroy their environment, ranging from a simple hammer all the way to an RPG. The game will have a few different areas that will transition from time to time, sort of the same way that Alto's Adventure changes scenery between snowy mountains, forests, and ruins.

Game Mechanics:

- Auto-run system that slows down if the player hits an object
- Player can retrieve coins and turn by using the arrow keys
- Player will click on environment pieces to interact with it
- Collect coins to purchase better tools
- Overall score will be based on the coins collected during that life and how many meters the player has traveled before being killed

Images:

Monster concept: a conglomerate of body parts and black goo, writhing and squirming



Style:

The style will be a 3D version of Alto's Adventure. Illustrated and simple.



Perspective:

The camera angle a 3rd person camera directly behind the player, very similar to Temple Run.



Executive Summary:

The game will be a casual auto-runner rated PG, with a target audience of consumers who are between the ages of 12 and up and those who enjoy casual games with dark themes. The platform will be the PC.

Games Researched:

Inside by PlayDead, Alto's Adventure by Snowman, Sea of Solitude by Ea, and Temple Run by Imangi Studios.