Pitch Document

## Alan yeats

### Title of game -

* Genre of the game – RTS ( Real Time Strategy)

* The Target Market - 10-17 Year old males, generally don’t have as much money to spend on games and play free online flash games.
* Summary of gameplay - Gameplay consist of an Anti-Tower Defence game. Where the player controls the minions of the game in an attempt get past all of the towers and ultimately to take down the castle. The player will do this by giving by selecting the minions from the interface. There will be a verity of minion for the player to use with different stats which will be shown to the player each will also cost different amount of gold depending on their stats. To beat each level the player will be required to get a certain number of minions past the pre placed towers, getting past these pre-placed towers will get successfully more difficult as levels go on, and attack to the castle. The more minions they get past these towers the higher score and better rank the player will receive.
* Reward system – At the end of each level the player get a rank out of 3 star
* Game controls – Keyboard and mouse, menus systems and interface will be mouse controlled with keyboard hotkeys for selecting minions
* Outline of visuals – The game will be played in a god view, thus a top down view. 2-D simplistic style.
* Interface ideas – The interface for choosing which minions will consist of a lower third bar which will have a picture of each of the minions there cost and there stats. During the game there will be a pause button in the top right corner in this menu will be options to leave or go back to gameplay. In the opposite top corner there will be the score for the current game getting constantly updated. The fonts used in the game should be professional but easy to read. Along with all text to be readable above background picture or background colour.
* Level ideas – Each level will have 2 entries from these a path will extent with pre-placed towers towards the castle.
* Development tools – Likely to use abode Flash CS6 for development and action script 2 scripting, With use of Abode Photoshop CS6 and fireworks CS6 for creating sprites and images. Along with other software such as audacity if needed
* Time Scale – Plan to get development finished by the end of march.
* Outlines for testing – Play though the game and try all possible outcomes and make sure the results are as expect. Along with using exceptional data and see how the program responses to it. Also test is all buttons work correctly.