CoreBuster (Working title)
Game Pitch #1

Map Concept Art

High Concept:

Enter a dark and gritty world and fight to regain control of "Infected robots". Controlling giant mechs, engage swarms of corrupted robots in multiple worlds in attempt to quell their sudden craving for villance, obtaining power ups and unlocking new skills in the process.

Game Play Loop:

● Drop into a uncharted and hostile "Infected zone" littered with locked goodies
● Fight small groups of enemies while familiarizing yourself with the map, noting areas of interests
● Activate a large emp device and defend it from large swarms of "Infected bots"
● Finish the arming process by defeating a "Boss" combatant, unlocking the previously inaccessible areas of interest
● Race against the clock while collecting power ups on the way to extraction to the next zone
● Finish off the infected by destroying its source

USP's:

● Visually striking, utilizing dark environment and glowing power cores creating a diegetic hp system
● Adding a interesting twist to the Rogue-Like Genre adding aspects of extraction shooters and utilizing a underused theme in the space
● When heavily damaged, eject from your mech as a smaller mech to allow time for a replacement to appear, gaining different abilities in the meantime to escape heavy battles

Target Audience:

14+, Fans of dystopian environment, Mechs and Rogue-Likes.

Genre:

Third Person Shooter, Rogue-Like

Premise:

Control a large mech through a dystopian environment. You've been tasked to eliminate the threat of corrupted robots. These corrupted robots were originally service bots, military bots and even house keepers, but have all fallen under control of an AI gained sentience. Take down the source of the corruption and the rest will be freed, returning absolute control to the government.

Features:

● Multiple unique playable mechs to choose from
● Customize your mech to best fit your playstyle (Swap out abilities and manage passives)
● Take out bosses with unique movesets
● Fight diverse enemy types
● Extraction shooter elements (Deeprock like extraction)

Recore

Project: Abyss

Game Pitch #2

"Will you capture the depths, or will it capture you?"

High Concept

Play as divers sent to research an alien planet to collect data and resources. Take pictures of fish when diving in the shark cage to complete missions and fill your journal. Watch your sanity meter to make sure the bigger fish can't detect you.

Features

- One player is sent down in a shark cage, while the other controls the descent and manages cameras.
- The players can take pictures of creatures to complete missions to earn money for upgrades.
- These pictures will be used to fill out a collection journal, with increased ranks for better pictures.
- Keep track of your sanity meter the deeper you go, or else something might nibble on more than your toes.
- The player above-water can use DiveBots to assist and take pictures, defend the player, or collect resources.

USPs

- The game will utilize beautiful underwater visuals as well as the fear of the deep sea to strike rich emotion into the player.
- The ability to scare, and be scared with your co-op friend is compelling to most consumers.
- The sanity meter adds a level of anxiety and risk management to the game that keeps players on their toes.

Premise

"Project Abyss" is a cooperative underwater adventure game that invites players to plunge into the depths of an alien planets ocean. In this immersive experience, two players work together: one as a diver equipped with a camera and specialized shark cage for capturing images, and the other as a boat operator, providing support and assistance. Their mission is to photograph underwater creatures and fauna for a research team while uncovering the mysteries hidden beneath the waves.

Gameplay Loop

- Get new missions from the computer database
- Decide which player is going down, and send one player down with the shark cage
- Take pictures as you go down, with a focus on your mission completion
- (If needed) Free dive into a cave to explore and discover otherwise impossible to photograph species.
- Spend earned money from missions and trips to upgrade your boat, and tools.

Target Audience

The co-op adventure horror play style will be enticing to most teenagers and adults seeking a beautiful yet terrifying adventure. Age 14+.

Genre
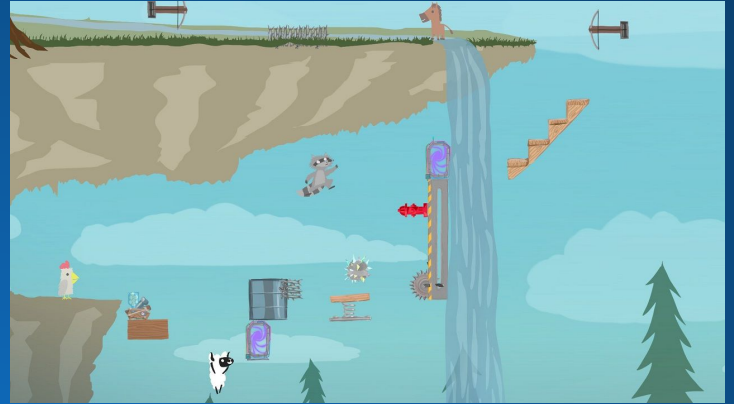
Adventure/Coop/Horror
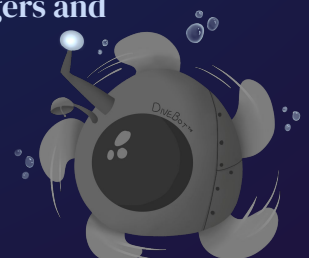
Robot Party Game

Game Pitch #3

High Concept

2 - 4 Players will battle it out in different arena levels and are given the ability to modify the level as the game progresses. The players will be controlling robots with launchers to fire projectiles at your opponents and be the last one standing each round.

Ultimate Chicken Horse

Towerfall Ascension

Premise

Get together with your friends and battle it out in this competitive fight to be the one that rules over the rest. Have fun and wreak havoc on your opponents with different obstacles and weapons that are given out in the game by the sponsors.

Features

- Isometric camera to see all the gameplay at all times during combat phase. Moveable camera during obstacle placement.
- Attack your opponents with all kinds of weapons you find throughout the level.
- Round lasting too long? Don't worry, the arena will take care of that and slowly kill all players as the round progresses with different arena effects.

Gameplay Loop

- Combat round
- When the last player is standing, the round ends
- Obstacle placement round
- Repeat until a player hits kill limit

USPs

- Sparse levels are given to the players to then build upon with the obstacles they are provided, which they can use to wreak havoc on their opponents with increasing intensity as the game progresses.
- Find weapons around the map at random or use your mechanical hands/feet to remove your opponents from the fight, but watch out as they will come back for you next round.

Target Audience

This 3D competitive party game will make all your friends wanna scream at each other for hours. It is recommended for teens and adults. Ages 12+.

Genre / Tags

Action, Party, Online/Couch Competitive