TEAM TITAN “HAMBAM”

## Key Details and Branding

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|  | Key Details   * A 2.5D puzzle platformer in which you play a pair of hamsters that must travel across their environment by grabbing different objects.   Branding   * Experience the world on a micro level. * Advertise qualities of risk in a safe environment. |

## Objectives and Themes

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|  | Objectives:   * To collect as many sunflower seeds as possible * Don’t fall to the bottom of the cage   Themes   * Adorable * Exhilarating * Challenging |

## Design Parameters

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|  | * 2.5D * Whitebox * Unreal * Audience: Pre-teen/Teenagers * Sidescrolling puzzle platformer |

## Core Pillars

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|  | * The feeling of a childhood playground * The adrenaline of bungee-jumping * Reverse slinky with tumbling |

## Competition and Positioning

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|  | Competition   * Fling to the Finish * Cut the Rope * Leap Frog   Positioning   * Pre-teen/Teenage audience * Switch/PC |

## Budget and Risk Assessment

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|  | Budget   * 5 producers * 20+ hours/week per producer * 8 hours in lab minimum per week   Risk Assessment   * No engineers * No tech artists or artists |