# Presentation

* You may have played horror games.
* You may have even played a multiplayer horror game.
* But what you come to find is that they’re all linear. They have a set path that only that will only progress the story. Replayability is weak because you may know what is coming up.
* [SHOW CONCEPT ART]
* We wanted to change the horror genre by bringing in our game. A game that is multiplayer, randomly generated, and can be played over and over again. Each play through, a different experience.
* [START UP GAME, DO NOT MOVE]
* I present to you The Creaking Grounds. Explore the old mansion collecting items to survive. But beware the cursed spirits of this house for they have surprises of their own waiting.
* We just began development, but we’re working hard every day to ensure we bring a quality game to our consumers.
* Our vision is grand and the scope is large. But don’t let that deter you from what we can accomplish.
* Within 2 weeks of development:
  + We have developed the large framework around our game and have setup a schedule to ensure our game is developed on time.
  + [LOOK AROUND THE ROOM TO DISPLAY ANIMATIONS]
  + We’ve developed our 3D characters models and animations
  + We have also integrated them into our game. We’ve setup all the animations and even programmed our own head tracking system.
  + [WALK INTO THE ROOM ON THE RIGHT AND BEGIN LOOKING AT THE ASSETS]
  + We believe in our vision so well, we invested our own money in some assets that will really aid in bringing our game together.
* Walk into the next room down the hall to showcase the feeling of the game
* Our scope may be large but we’re ambitious and we’ll work as hard as we can to get our game done in the time. We have a schedule laid out already and we plan to release by December. We’ve kept up with our schedule so far, and have gotten even further than it.
* Investing in us is a smart business move, because we can ensure the development of a high quality game.
* Thank you.