# Presentation

* [Blank Screen]
* Hello my name is \_\_\_\_\_ and I’m the \_\_\_\_\_ of this team. With me is our \_\_\_(position)\_\_\_, \_\_(name)\_\_\_. DO FOR ALL.
* [CLICK]
* I present to you The Creaking Grounds.
* [CLICK]
* Explore the old mansion collecting items to survive. But beware the cursed spirits of this house for they have surprises of their own waiting.
* [CLICK]
* PUT IN USER STORIES
* [CLICK]
* READ USER STORY. [CLICK FOR EACH]
* [CLICK]
* READ EACH GAME FEATURE. [CLICK FOR EACH]
* [CLICK]
* So what makes us different you may ask?
* 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 become boring after a while. Replayability is weak because you may know what is coming up.
* [CLICK]
* We wanted to change the horror genre by bringing in our game. A game that is randomly generated, and can be played over and over again. Each play through, a different experience.
* [CLICK]
* We wanted a multiplayer horror experience. The experience will only be enhanced playing with your friends that you can work together with… or even betray and destroy.
* [CLICK]
* This is a game that we have our heart into. We will focus on the quality to make sure it is PERFECT before release. Doing so will build trust with our customers and will ensure future purchases from them.
* [CLICK]
* As an investor, you want to make sure you’re making a profit as soon as possible. Let us assure you that it will be released by December. Meaning you’ll be making a profit soon after investing.
* [CLICK]
* To show you our progress, here is a demo of our game.
* [PLAY VIDEO]
* [ON END OF VIDEO, CLICK]
* The Creaking Grounds, Thank you.