**PITCH DOCUMENT**

* **Title:**

Dragons’ Reign

* **Genre**:

Our game will be a fantasy RPG

* **Platform**:

Our primary target platform will be Android, because we are using the Android SDK as our development environment. A secondary platform would be iOS only if our game is successful, because to develop for the iOS platform you have to pay a licensing fee.

* **Premise** (or high concept): 1-2 sentences addressing the player directly, describing the mood and unique "hook" of the game. Think of the premise as something that will be used on posters and on the front of the game's packaging, near the title.
* **Backstory**: What’s the setup? What happens before the game begins?
* **Target market**: The *target audience* is the portion of the game-playing audience that will be most likely to play your game. Make sure you include a specific age range. The target audience will also tie into the game's genre.
* **Player motivation**:

The player wins by defeating the Elder Dragon in the last zone of the game. The ability to level up your characters/team and ability to explore each zone will keep the player interested and engaged in the game. Getting revenge on the Dragons that destroyed your home will be the player’s motivation to get to the end.

* **Features:** What makes your game unique? Why will your audience choose to play your game over your competitors' titles? Your *unique selling proposition (USP)* is that one thing that makes your title stand out from the others. Why should your game be developed? Why is it special?
* **Goals**:

Our goals for this game are to create a fun and engaging experience that will keep the player’s attention until the reach the end game. We also want to had some humor into our game with the interactions with the NPC’s.