**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): The player (adventurer) gets to experience a world unlike their own and feel significant by saving the world from dragons.
* **Backstory**: The world is unaware of the presence of dragons within their peaceful societies. Until that fateful day when dragons awakened, the world was never the same.
* **Target market**: Dragons’ Reign is appropriate for ages 13 and above, therefore we believe that the game should be rated T for Teen. According to the ESRB, this content is generally suitable for ages 13 and above. It may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.
* **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:** Dragons’ Reign will take place in a medieval era where dragons roam free after their awakening. The element that makes this game appealing is that it is a turn-based RPG on the Android, which is a rarity of its kind.
* **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.