

Retro Game Idea Pitch Presentation

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Objective : Pitch Ideas
for a retro game
based on Centipede,
Atari 1980

IDEA 1 : Phoenix

Overview

- The User plays as a phoenix whose objective is to survive the onslaught of attacking tribes.
- Score is awarded based on the surviving time and number of opponents killed.
- The Player can spit fireballs after a specific charging time.
- When the player is hit, the phoenix burns into ashes, refreshing the screen, and killing some of the enemies, and rises again from the ashes (costing one life) and a new wave of enemies start arriving.
- Game ends when all lives are over.

Game Mechanics

- The Player can move around in a bounded region in the centre of the screen.
- Enemies attack from all sides, (50% from left side, 50% from right side, 25% from top, 25% from bottom).
- The number and difficulty level of opponents increase with passage of time.
- After some recharging time, Player can spit fire at an opponent to kill them
- When the phoenix is hit, it ignites, killing some of the opponents, and is born again from the ashes, costing one life.
- After each rebirth of the Phoenix, new opponents are introduced, and existing opponents become more efficient.

Game Mechanics (Contd.)

- A new life is awarded after reaching a predetermined score.
- Each time the player's fireball hits an opponent, a score multiplier is awarded.
- The multiplier is reset when the player misses an opponent.
- Opponents can move around in the screen.
- Various Power ups are generated randomly in the screen. The player must hit it with a fireball to equip it.
- The game ends when all lives are lost.

Game Mechanics (Contd.)

Enemy Types

Archer (Shoots slow moving arrows)

Spear Thrower (Throws fast moving spears)

Eagle (Flies horizontally in the screen)

Airplane (Flies vertically in the screen)



Game Mechanics (Contd.)

Power Ups

Burst (Shoots 8 Fireballs in all directions)

Whirlwind (Shields the player from enemy attacks)

Hurricane (Sends a regional attack in the direction the player is facing)

And more...

Art Style

Phoenix



Art Style

Basic Enemy



Game Screen

Concept



Target Audience

The game is targeted at people of ages 7-24.

Questions?

IDEA 2 : Heavy Dirty Soul

Overview

- Game takes place inside human body.
- Player controls an Antibody which fights against attacking germs, bacteria and viruses.
- Player has to be careful not to attack internal organs.
- Game ends when the human body takes too much damage.
- Score is calculated by survive time.

Game Mechanics

- Game takes place inside a human body.
- Player can move around anywhere in the screen, but cannot pass through internal organs
- Camera is locked on the player, and can move vertically to reveal more of the game map (Human Body), if/when the player moves in that direction
- Enemies start invading from the left or right side of the screen. If an enemy is attacking beyond the scope of the camera, a red indicator shows the direction of the invading enemy.

Game Mechanics (Contd.)

- Player can shoot “Antigens” in left or right direction (at a limited rate of fire).
- The enemies will try to attack the internal organs, and if the player hits said organs by accident, damage will be dealt to it.
- If Player collides with any enemy or obstacle, a life is lost.
- Power up are generated at random times by different organs.
- Points are added automatically with passage of time. Extra points are received for killing enemies.
- The game ends when the human takes too much damage.

Game Mechanics (Contd.)

Enemy Types

Bacteria (Slow, but can replicate itself)

Germs (Moderate speed, deals medium damage)

Virus (Hard to kill, deals large damage, but slow)

And more...

Game Mechanics (Contd.)

Power Ups

Extra Life (From heart) (Rare)

Shield (From Liver) (Common)

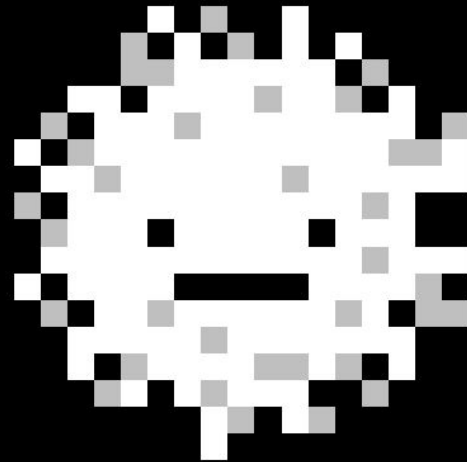
Speed Boost (From Lungs)
(Common)

Damage Boost (From Kidneys) (Rare)

And More...

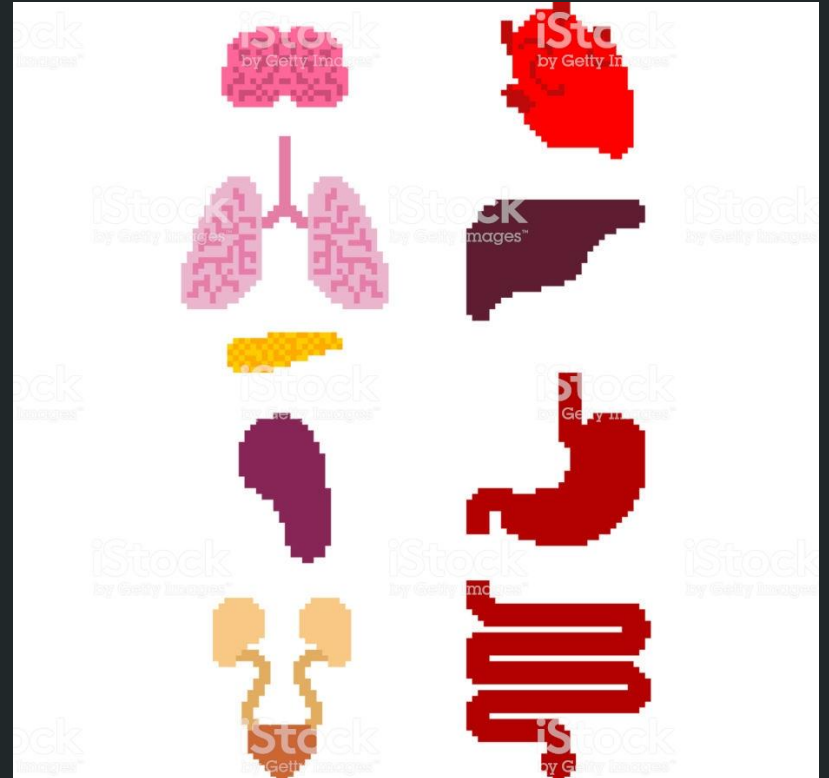
Art Style

Virus



Art Style

Internal Organs



Game Screen

(Background Color changes gradually from blue to red with damage)



Target Audience

The game is targeted at people of ages 7-24.

Questions?

IDEA 3 : Escape Velocity

Overview

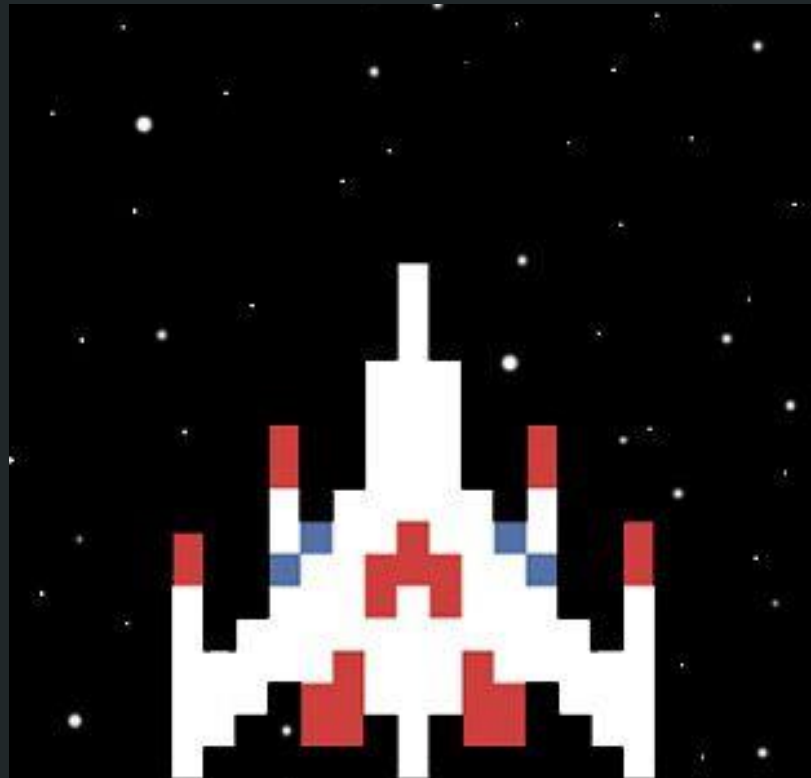
- Game takes place on an alien planet.
- Player is a stranded space adventurer, who is trying to escape.
- Gameplay is similar to Centipede, except, there is a level system and the player moves one level upwards after reaching enough points.
- Player earns points by killing attacking aliens.
- Game ends if the player reaches the top.

Game Mechanics

- Game takes place on an alien planet.
- The player is trying to escape the planet.
- To do so, the player must fight his way through five levels : troposphere, stratosphere, mesosphere, thermosphere, and exosphere.
- Each level consists of 3 Stages.
- Consecutive stages of a level are increasingly difficult, and new levels introduce new opponents.
- Extra life is awarded for completing a level.
- Game ends when the player loses all lives or finishes all five levels.

Art Style

Player



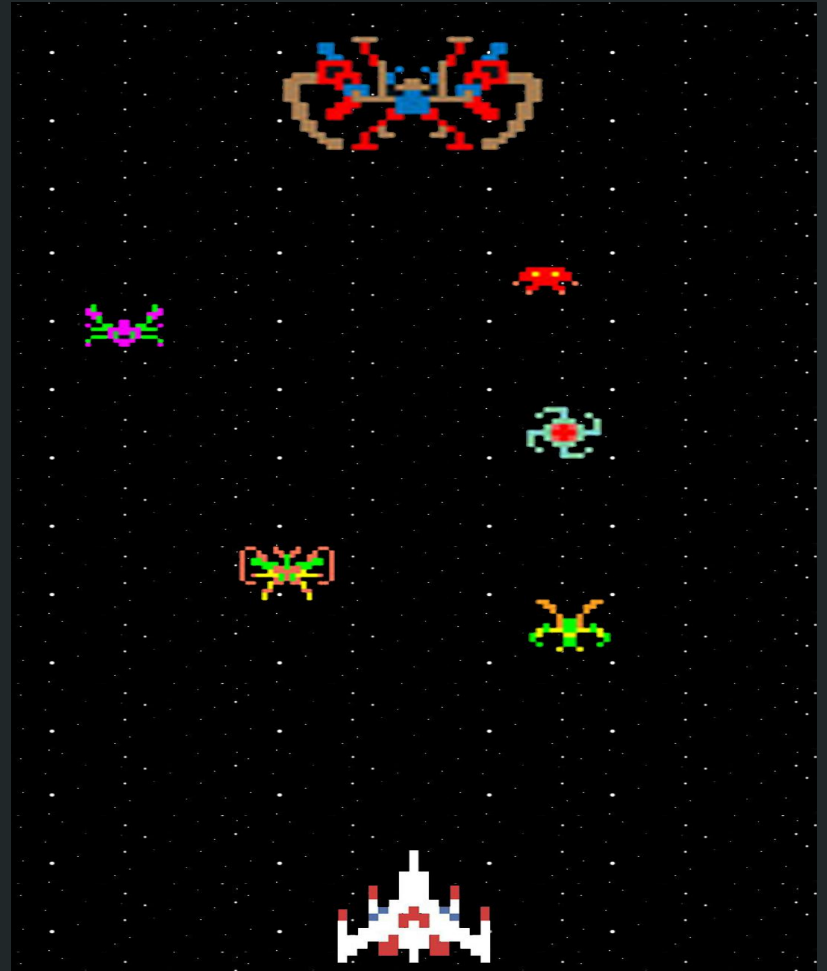
Art Style

Enemies



Game Screen

Concept



Target Audience

The game is targeted at people of ages 7-24.

Questions?

THE END

Thank You!