

VGDev Pitch Sheet

Fall 2012 Edition

This sheet is for estimation purposes, and is not expected to be a perfect prediction. We'll adapt! This gives us material to talk about in pitch meeting, as part of our process.

Videogame Title: OMG MONSTERS!

Number of Players: 1

X(Single)X Alternating Split-Screen Same Screen Networked

Approximate Project Complexity:

Retro	NES	XGenesisX	Playstation	X-Box/PS2	Web/Casual
1975-85	80's	Early 90's	Late 90's	Early 2000's	2000's

Game Genre(s) or Roughly Similar Game(s)

Top Down Hack/Slash/Shooter

Names of Current Team Members:

fine for now if project lead only

Dhruv Karunakaran James Liu Anupam Goli _____

Main Goal(s) Each Week

lines intentionally limited in space - please keep tasks high level

Aug 30: _____
Sep 06: _____
Sep 13: _____
Sep 20: Creation of first stage, having first monster on field. PITCH!
Sep 27: Basic Enemy 1,2,3 designed. Addition of turret enemy onto field
Oct 04: Basic enemy 3,4,5 designed. Enemy 1,2,3, added to play
Oct 11: First three stages designed. Basic Sounds
Oct 18: Enemies 5 designed. Objective worked!
Oct 25: Wave mechanic working boss prototype Music for menu done
Nov 01: Basic menu done. Pause menu finished Sounds for enemies 1-5 done
Nov 08: Boss type enemy designed. Basic enemies finished.
Nov 15: Music done.
Nov 22: (Thanksgiving Break, count on nothing getting done!)
Nov 29: Complete. Initial 5 stages working. Multiple waves. Enemy AI functional

By pitch date I'll have code compiled and running on our target platform in the form of (please circle one):
Game is in-development XGameplay demo (lacking art/levels) XPrototype Image moved by input None

If everyone else had to leave the team, I, as project leader, can and will finish it (in some form) alone: Y N

The actual pitch will be an 8-12 min. presentation. That presentation is not needed for the pitch meeting.