



**UNIVERSIDAD
DE GRANADA**

**Escuela Técnica Superior de Ingenierías
Informática y Telecomunicaciones**

Grado en Ingeniería Informática

Propuesta

Placeholder name for the game

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1.CAPÍTULO

Descripción

Añadimos una descripción de lo que es el videojuego.

My game is: * A platform game * A party game * A game made in 2D * A game where you can start playing as fast as possible * A game where you race your friends to get * A game where the win objective lies at the top * A game where you use power-ups to disrupt your friends' progress * A game where you use power-ups to gain advantage over your friends * A game where you can choose your class and play style * A game where you use your class abilities to disrupt your friends' progress * A game where you use your class abilities to gain advantage over your friends * A game where the levels change in each play * A game where you can use local-multiplayer or online-multiplayer to play * A game with interesting movement physics * A game with different kind of monsters to hinder your progress * A game with different kind of traps to hinder your progress

More data: * 1 to 4 players? (maybe more if Battle Royale) * Compete * Normal and hard mode levels * Dangerous traps, monsters and bosses * Secrets? * Local-multiplayer

2.CAPÍTULO

Género

Platformer

Party Game

Procedural Generated

Royale (?)

3.CAPÍTULO

Público Objetivo

Who will buy your game? Describe the demographic you are targeting, including age, gender, and geographic locations.

* Specific demographic: * People who like: * Platforming games * To play as fast as possible * Casual games * Fast-paced and short games * People who don't like: * Very technical and complex games * Games that need a lot of configuration * Age group: Either PEGI 7 or PEGI 12 * Gender: No gender in mind (should implement a gender selection option for the characters or make all of them non-binary/androgynous) * Geographic location: Hispanic people, probably. People who speak spanish.

4.CAPÍTULO

Estudio de Mercado

3 videojuegos similares

1. Título 2. Compañía 3. Plataformas 4. Modelo de negocio 5. Web oficial 6. Captura de pantalla 7. Aspectos positivos 8. Aspectos negativos

Primer videojuego: MicroMages MorphCat Games PC y NES Buy-to-Play (https://en.wikipedia.org/wiki/Buy_to_play) <https://morphcatgames.itch.io/micromages> <https://www.youtube.com/watch?v=VFX401vvKTQ> (Captura aquí) (Aspectos positivos) (Aspectos negativos)

Segundo videojuego (quizás Kirby no, igual Ultimate Chicken Horse): Kirby Crytal Shards (Minigames) Nintendo + HAL Laboratory Nintendo 64 Buy-to-Play <https://kirby.nintendo.com/> (https://en.wikipedia.org/wiki/Kirby_64%3A_The_Crystal_Shards) (Captura aquí) (Aspectos positivos) (Aspectos negativos)

Tercer videojuego: Risk of Rain Hopo Games + Gearbox Publishing PC + others Buy-to-Play <https://www.riskofrain.com/> <https://riskofraingame.com/> https://store.steampowered.com/app/248820/Risk_of_Rain/ (Captura aquí) (Aspectos positivos) (Aspectos negativos)

4.1. Género

Platformer and Party Game

4.2. Audiencia

4.2.1. Segmento demográfico

People that want fast play

4.2.2. Plan de comercialización

Sold through Steam (Buy-to-Play)

4.3. Competidores

Super Meat Boy

Celeste

Fall Guys * Características destacadas: * Limitaciones:

Pummel Party * Características destacadas: * Limitaciones:

Stick Fight: The Game * Características destacadas: * Limitaciones:

Ultimate Chicken Horse * Características destacadas: * Limitaciones:

Jackbox Party Packs * Características destacadas: * Limitaciones:

4.3.1. Características destacadas

4.3.2. Limitaciones

5.CAPÍTULO

Modelo de Negocio

Pay-to-play Suscripción Free-to-play Pay-to-win Freemium Shareware