

FLIGHT ATTENDANT *SIMULATOR*

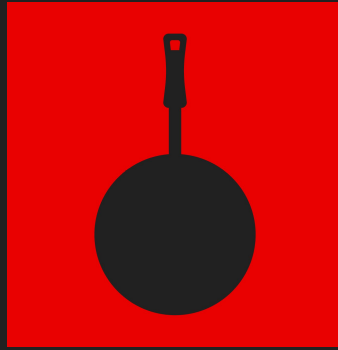
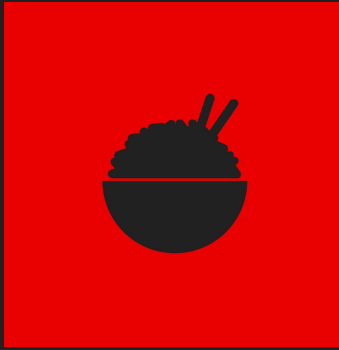
Who Are **We**?

- Hayley - Our main coder, worked on implementing the key mechanics within the game, as well as preparing it to work as a VR title.
- Louis - Artist. Worked on the modular pack seen within the level, as well as some UI elements.
- Reece - Artist and sound designer. Focused on creating the props and foods within the level, as well as many of the sounds.
- Josh - Character artist. Worked on creating stereotypical characters as well as celebrity lookalikes, along with the rigging and animations.

What is Our **Game**?

- Wacky flight attendant game in **Virtual Reality**.
- Prepare meals for **celebrity lookalikes, businessmen, wealthy customers** and many others aboard a private jet.
- Mistakes within the meals, or failure to do them in time will lead to **consequences**.
- Each customer has a **unique personality**, therefore different food desires, as well as different levels of patience.
- **Interactive** environment to enjoy.

What's Our **Vision?**



Similar Titles



Food Truck VR



Cabin Crew Crowd Control

Who is Our **Market?**

- People who own **VR** headsets.
- Made for **PC** gamers.
- People who like **lighthearted** gameplay.
- Aimed at people who like the **simulator** genre.
- Similar VR games sell at an average of **£10**.

**WHAT MAKES
OUR GAME
*DIFFERENT***



Unique **anger** and **consequences** system



Varied & interactive environment



Engaging and unique characters



What Makes Our Game **Different?**

Gameplay Trailer



FLIGHT
ATTENDANT
SIMULATOR

What's **Next?**

- More customers to serve and interact with.
- An increased amount of foods.
- Add more interactive environment elements.
- Expand on character personalities.
- Add sounds and voice overs.



ANY
QUESTIONS?