

# Initial Games Pitch

Side Max Studios

# Envisioning Our Game



Mechanic:

- Repeating Patterns; Remembering an Increasing Number of Things

Our final game idea:

- Make food and drink for customers (Repeating Patterns)
- Learning recipes (Remembering an Increasing Number of Things)

# Narrative

You work on an airplane as an attendant, delivering food to the passengers aboard your flight. Remembering the passengers order will be important if you are to keep them happy and yourself stress-free. Taking too long to deliver the meal, getting the order wrong, spilling/dropping the meal or giving it to the wrong customer can anger the passenger and increase your stress. Over time more passengers will begin to request meals too. Can you survive the lunch?

# Environment

The inspiration from the game came from Air Hostesses.

Player will walk to each customer and give them their food.

Therefore our environment will be on a plane.



# Platform

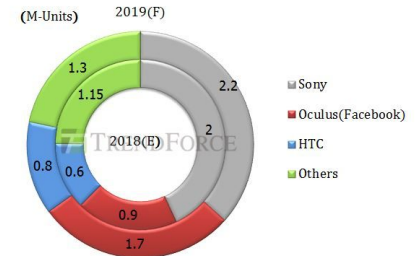
Positives: Desktop VR experience, Oculus Rift in particular.

- More immersion.
- More interactivity.

Negatives:

- FPS needs to remain high.
- Motion sickness.

Figure: Global Shipments of VR Devices by Brands, 2018~2019



\* Oculus and Xiaomi jointly develops MI VR Standalone for the Chinese market.  
\* Shipments of mobile VR devices are excluded for all brands.  
Source: TrendForce, Dec., 2018

# Core Demographic

- Our age range is 13 - 25
- Single player
- Casual simulation game.
- Made for shorter play sessions.



# Similar Games

## Overcooked

- + Great fast paced game mechanics
- + Good difficulty curve
- + Can run on a potato
- No online multiplayer
- Stress inducing gameplay
- More tedious than fun



## Chef U

- + Robust chef simulator
- + Most realistic of competitors
- + Good graphics
- Too big of a scope
- Price tag is too high
- Optimisation issues



# Similar Games

## Keep Talking and Nobody Explodes

- + Good VR Experience
- + Fun and unique game
- + Great two-player co-op
- Requires two players
- Not colour blind friendly
- Price is too high
- Not replayable



## Surgeon Simulator: Experience Reality

- + Great controls
- + Fun gameplay
- + Better than the original version
- Requires a big play space
- Short gameplay (1.5 hours)
- No replayability





# Potential Market

- Aim to release on the Epic Games Store, Oculus Store, Steam and Humble Store.
- The Oculus has around 1 million units sold to this date.
- Job Simulator has 200,000 - 500,000 users.
- Keep Talking and Nobody Explodes - 500,000 - 1,000,000 users.
  
- Minimum of 20,000 sales.

# Other Points

- Random Events
  - Turbulence
  - Run out of certain food
  - Microwave/other appliance is broken
  - Serve food to staff also
    - This affects their performance
    - Could cause the plane to crash
- Sound
  - To disorientate the player