**Game Pitch**

1. Title of Project:

2. Tag line:  "            "

3. Names of Team Members: Cristian Tesa

4. Genre: Action-adventure, Shooter, Open World

5. Platform: PC (with potential expansion to consoles)

6. Setting: Modern days on an island with a dinosaur amusement park, like Jurassic Park. The island is a tropical paradise with diverse wildlife and prehistoric creatures.

7. Plays like: The Last of Us meets Turok, blending narrative-driven survival with intense dinosaur combat and exploration.

8. Summary: You play as [Character Name], a [character background, e.g., scientist, tourist, security personnel] trapped on an island where a cutting-edge dinosaur amusement park has gone “wild”. Explore the park in both its operational state and its chaotic aftermath, uncovering secrets, surviving against escaped dinosaurs, and attempting to find a way off the island.

9. Mechanics: Driving a car, shooting with a bow

* **Exploration**: Traverse diverse environments, from jungles to high-tech labs
* **Survival**: Gather resources, craft tools, and manage supplies to stay alive
* **Combat**: Utilize a range of weapons (e.g. bow) with both direct and stealth approaches
* **Vehicles**: Drive cars, and possibly even ride certain dinosaurs

10. Related Games: The Last Of Us, Jurassic Park Evolution

11. Movement AI and/or Path-Finding to be used by NPCs:

12. Decision-Making to be used by NPCs:

13. Group AI to be used by NPCs:

14. Realistic Collision Resolution to be used:

15.  External packages/resources to be used: (if any)

16. Planned advanced feature(s): (if any)