Video Game Pitch Document Title

• Game Title: (Give your game a catchy and descriptive name.)
Rusted Ring

 Concept Overview

• Elevator Pitch: (Summarize your game in 1-2 sentences. What makes it unique? Why will players want to play it?) In a post-apocalyptic world where nothing is as it seems, you are a scavenger, uncovering the mystery behind the collapse of human civilization… Explore vast, ruined landscapes, fight off rival factions and beasts, and piece together cryptic clues. It is unique because of its blend of dystopian and 16-bit game style, an enticing mix that will keep players engaged and interested.

• Genre: (e.g., Action, Puzzle, RPG, Simulation, etc.)
Survival, Action, Dystopian

• Target Audience: (Who is this game for? Include age group, interests, or specific demographics.)   10-15 years old made for survivalists

• Core Gameplay: (What is the primary mechanic or experience?)
Primary mechanic is movement

 Story and Setting

• Narrative Summary: (Provide a brief synopsis of the story or premise.)
There is no story, but it follows a sort of progressive leveling as the bosses progressive get harder as the player gets further into the game.

 • World/Environment: (Describe the setting, including any unique features or worldbuilding details.)
A desolate and destroyed city, built from the ruins of the civilization before it.

• Key Characters: (List and briefly describe any main characters or factions.)
No character names

 Gameplay Features

 • Core Mechanics: (List the main gameplay mechanics players will engage with. Be specific.)
Mainly finding and storing items, interacting with objects, and fighting bosses.

• Controls: (Explain the control scheme and platform considerations.)
Platform is PC, uses WASD and other keys to perform actions.

• Unique Selling Points: (What features set your game apart?)
The art style, the interesting character designs.

Art and Sound

• Visual Style: (Describe the art direction, including inspiration or comparisons.)
No inspiration

• Audio Design: (Explain your plans for sound effects, music, and voice work if applicable.)
Walking noise, jumping, punching, kicking, fighting moves, etc.

Market Research

• Competitive Analysis: (What games are similar to yours? How does yours stand out?)
Our game is very unique but it can be compared to some games such as the Last Night.

• Player Motivation: (Why will people want to play this game? What emotional or experiential needs does it fulfill
People will want to play this game because they wish to uncover the secrets of the game and be able to defeat harder and harder opponents.

Development Plan

• Team Roles: (Who will do what? List members of your group and their responsibilities.)
  ● Dexter: Sound/Foley and Project Manager
  ● Angelina: Graphics and Script/Story
  ● Garrett: Graphics and Script/Story
  ● Sean: Game Designer & Game Logic/Mechanics
  ● Tryne: Animator & Tester/QA

• Tools/Software: (What tools, platforms, or engines will you use? E.g., Processing, Unity, Photoshop.)
processing