

# Game Pitch Document

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**Title:** Battlefront: Ultimate

**Genre:** Multiplayer action shooter

**Style:** 3D, Realistic

**Platform:** PC, Xbox, PlayStation

**Market:** Wide variety of age groups, recommended 16+

**Elevator Pitch:** Dive into intense Star Wars multiplayer battles, conquering iconic landscapes and mastering the Force in an epic galactic showdown.

## The Pitch

### Introduction

Battlefront: Ultimate is the central hub for all the Star Wars players eager to engage in multiplayer galactic conflicts. This pinnacle experience seamlessly integrates iconic battles, legendary characters, and immersive landscapes, encouraging players to engage in strategic hero duels and epic warfare on diverse planets.

### Background

The last instalment of a multiplayer Star Wars game has been inactive since 2020 and there are no known replacement for the foreseeable future. With the EA's exclusive licence to Star Wars games being over, I see this as an opportunity to fill the gap in the market with gigantic potential. Just search the internet for a while or look up some community mods and you will see there are people willing to pay for online multiplayer shooter in the Star Wars universe that is being taken care of. The idea of this project is to provide the fan-base everything they need in one game. The older games in the series could serve as a source for the most wanted functionalities and periodical content updates will keep the players playing. And trust me, there's plenty of content to provide in the galaxy far, far away.

The business model could be inspired by Fortnite, developed by Epic Games, which is a free-to-play multiplayer video game. This model will provide huge influx of players who can make in-game purchases that will help them reach special achievements and gather unique collectibles. What is more, people are more willing to pay smaller amounts regularly than one-time for the full game. In the long run, this might be far more profitable. Fortnite is a living example that this model is more than viable.

### Setting

The game would take place in the beloved galaxy far, far away and would cover vast majority of the well-known planets with different locations for each of game modes. More maps would be provided in later content updates. The situation is similar with playable characters. There is an endless list of characters, that can be added to the multiplayer shooter, whose addition to the game will be more than welcome. Lack of beloved characters is one of the unsolved pitfalls of the previous games. In-game, I mean, in-action, you could choose from wide palette of characters to play as, from regular soldiers to the greatest iconic characters of the saga.

## Features

Realistic atmosphere and feeling of intense involvement in the action taking place in this fictional universe with many more players around the world in real-time and continuous support over a long period of time deems this project successful. You want ground action? You get it. You want starfigher dogfight? You get it. You want both? No problem. You enjoy small missions with friend? We have got you covered. Have you experienced the first movies in theatres? Let's relive the original era in a different fashion. And don't forget to take the children with you, they might enjoy recreated events from the prequel era.

Making a free-to-play Star Wars game in these days is a quite bold move as it is almost unheard of when talking about Star Wars. On the other hand, that means that literally anyone can come and play the game. Their words might spread and more and more people would come. When the players like the game, they might support the developers by purchasing in-game items, for example.

## Genre

This game would fit into the family of multiplayer shooters. It would offer a switchable option for using first-person or third-person views, catering to both main player preferences. The main focus of this game would be on the action, immersing players in intense and dynamic battles set within the Star Wars universe. What sets it apart is its versatility in accommodating different play-styles through the option to seamlessly switch between perspectives, providing a unique and engaging experience for fans of multiple combat modes within the multiplayer shooter genre.

## Platform

The initial release platform is intended to be PC with subsequent releases for both major console platforms, namely Xbox and PlayStation. Releasing versions of this game on mobile platforms is not expected but also not excluded.

## Style

Here, you can provide a visualization of what The Game would look like. Don't have concept artist at hand? Use diagrams, schemes, or illustrate on images from already existing games. It is time to dust off your *Microsoft Paint* skills!

The game's style is realistic depiction of various environments that can be found in that universe. That way the player will feel as if they are really in there and they are a part of the action.



Figure 1: Starfigther combat.



Figure 2: Beginning of a ground assault.



Figure 3: Hunting of the enemy.