

Game Pitch Document

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Title: Hiding and hunting

Genre: Atmospheric team-based multiplayer

Style: 3D realistic

Platform: PC, Playstation, Xbox

Market: Young people

Elevator Pitch: Play extreme version of Hide and seek with your friends.

The Pitch

Introduction

This is third-person multiplayer game based on kid's game Hide and seek, but with few changes. There will be 2 teams - "Seekers" and "Hiders". The goal for "Seekers" is to find and kill all "Hiders" until sunrise, otherwise they will lose. For "Hiders" is to stay alive until sunrise and potentially kill "Seekers". At the start of game "Seekers" would get each random weapon like sword, axe, pistol, shotgun ... "Hiders" would not have any weapon but they would be able to set traps for "Seekers". So "Seekers" would have to be careful because traps would deal some damage and can potentially kill them and "Hiders" would be able to pick their weapon then.

Background

The main inspiration that lead me to this game idea was from movie *"Ready or Not"* but also classic Hide and seek. I was thinking that could be fun to play this as a video game with friends.

Setting

Game will not have any main story but only some backstory have the characters ended up in the situation. Each game will take place in different map but the backstory would be same. Group of young people exploring haunted house or cemetery and some of them will get possessed by demon and he will turn them into "Seekers" and force them to play Hide and seek.

Features

I think because of how many battle royal or fps games are there, this could be something fresh for players and can get their attention. Game will also offer to make your own character from face, hair to figure and also different "skins" for clothes and weapons.

Genre

It is atmospheric team-based multiplayer game with elements of horror, rpg, action and stealth. Environment and sounds make the horror atmosphere. It is 2 teams against each other so it is team-based. "Seekers" trying to kill "Hiders" so it have action and "Hiders" trying to be hidden so it have elements from stealth. But you can also make your own character and play for him so it is have also something from rpg.

Platform

Main platform would be PC but I would like to release it also for consoles so it can be cross platform.

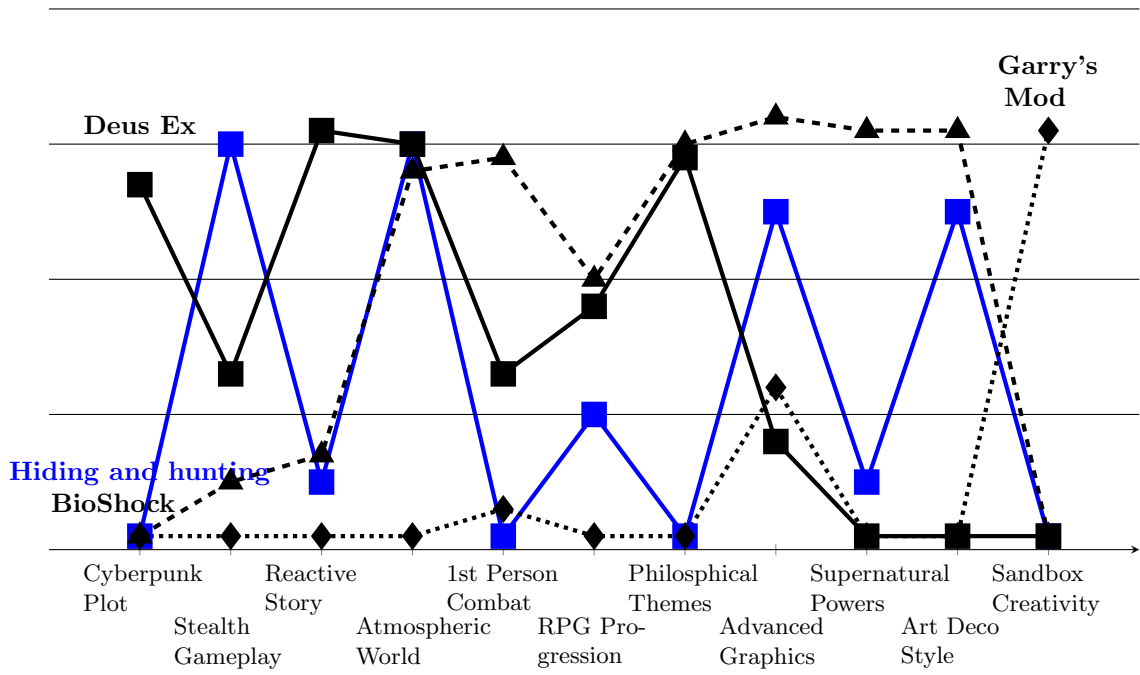


Figure 1: Example value graph for *Hiding and hunting* *Deus Ex*, *BioShock*, and *Garry's Mod*.

Style

Game should have 3D realistic graphic to make the better atmospheric experience.