

Pitch your video game for investor funding.

Hello, my name is Eliott Tesnier and I am a video game designer. I studied at EPITECH, a computer programming school, for the last five years. The reason I am here today is that I need financial help for a project. This project is called *The Rising of Pablo - Red-Beard*, it is a platform video game in two dimensions.

First of all, let me introduce the team behind the project. We are a team of four and we are all friends from EPITECH. I am myself the designer and a developer, Nolan Papa is our UI/UX manager as well as a developer, Noah Auroy is our Artistic Direction manager and a developer and Carlos So Buaro is our Marketing Manager and a developer. Together, we created the video game studio called *GegagediGames*. *The Rising of Pablo - Red Beard* is our first project outside of school and we really want it to succeed.

The concept of our game is simple, it is a platform game in two dimensions on the theme of pirates. The main character is called Pablo the Pirate and his goal is to defeat the well-known Red-Beard. Pablo also has to get rid of Red Beard's crew as they are going to try to kill him. The main aim of our game is for players to have fun while outdoing themselves and completing levels as quickly as possible. The game is set in a pirate atmosphere with some pirate musics, canons, ships and pirates everywhere. The reason we've based our game on this theme is that we're all, more or less, interested in the world of pirates.

Let's talk about the creation of our game. During our studies at EPITECH, we all became close friends (Myself, Carlos, Nolan and Noah) and we started to think about realizing a project together. As the urge grew stronger and stronger, we decided to have our first meeting about this project. At the end of the meeting, we decided that we wanted to create a two dimensions platform video game. The reason we decided to create our own video game is that we've all played video games since we were kids and we're passionate about it. We weren't sure about the theme at that moment as we all had different ideas but we already talked about the pirate's theme. Finally, we decided that the game would be on the pirate's theme since we realized that this theme wasn't very well represented in platform video games. The main inspiration for our game is a game called *Sea Of Thieves* by *Rare*, it is an adventure game in tree dimensions where you can explore a sea and its islands, fight against other players or skeletons or even find treasures. We wanted our game to have the same atmosphere while introducing new and different mechanics, a cool story and a competitive edge.

We decided to create our game using *Unity*, a free and famous game engine, as it was easier to learn for us. The game is developed in C# as well as in C++ and we used royalty-free assets found on the internet. During the creation, we had to face a lot of challenges. The first big challenge was the organization as we were using *Unity* for the first time. We had to learn how to collaborate using this engine and we had to learn how to create a good architecture for our project. The second biggest challenge was that we didn't always have the same ideas so it was hard to make choices and respect everyone's opinion.

The Rising of Pablo – Red-Beard is a unique game. The story is cool and innovative, there are new platform mechanics, players can fire pistols at their enemies and you can even play in duo on the same screen or online. The most unique aspect of our game is that you can create your own levels and share them with your friends or to the whole world very easily. The aim is to make the game

collaborative and competitive. We hope to become a reference in the platform video game market, as well as for speedrun (the discipline of finishing a game as quickly as possible). We hope to become a direct competitor to the game Mario Maker from Nintendo.

We plan to sell our game on Steam, an online video game distribution platform, as well as on the PS Market and the XBOX Market. The game will be playable on computer, Playstation 4 and 5 as well as XBOX Series S and XBOX One. For the moment, we don't have any partners but we are open to partnerships.

To conclude, The Rising of Pablo – Red-Beard is a new and innovative platform game created by four passionate friends. The game will allow people to create their own levels and share them to the world, play with their friends, beat the campaign as fast as possible and above all, have fun. We hope we've convinced you, we thank you for your consideration. Maybe we'll succeed, who knows?