The pitch should be a short (2-5 page) document with the following sections:

* Summary. A summary of your project idea and its design
  + what will the user/player experience be? The user will experience as a snipper hiding on the roof of 150-meter-high building in Montreal. The sniper has a few missions. The mission will be shooting terrorists who hiding on the street have bomb on their body as soon as possible in order to save the innocent citizens. The levels of mission will be beginner, intermedia and advanced. Each level of mission has different number of terrorists and citizens in the scene. If citizens got killed more than specific amount, the mission fails. If the terrorists got all killed within a specific time, and the number of got killed citizens is under a specific amount, the mission is fulfilled.
  + What will it look like? The snipper will have city view and street view through the scope. The view outside of the scope will be blocked. The snipper himself will not show in this game.
  + What will happen? The sniper has different number of terrorists to shoot, but the location of the terrorists will be randomly placed. The condition of game over will be timeout or kill the targets all.
  + How do you interact with it? The targets and citizens will move around. The sniper will first aim a target by moving the mouse. The scope view will follow the mouse. And the sniper shoots it by clicking the left button of mouse.
* Media.
  + Include images of your design process, including sketches, mockups in Photoshop, screenshots of prototypes.
  + The images should have captions that explain what they are and how they relate to the project.
* Inspirations.

http://Action.goodgame.co.in

If your project is based on some other media you've seen, include some images and text about that inspiration and how your project relates to it, especially in terms of the interactive nature of your project rather than just visual or audio inspiration.

* Technical approach.

Outline the programming concepts/techniques we've learned that you think you will need to complete your project.

Create a scope class to record the location of the scope to redraw it on screen and deal with any movement of the scope.

Create a scene class to deal with generating the levels of scene with terrorists and citizens. Need a scene generating function(self-defined) to create a street view.

Create a timer class to deal with the specific time that the mission requires.

Using Noise function for moving the terrorists and citizens close around a location which is generated by Random function.

Collisions are needed for shooting the terrorists.

Using a tint function to make a transparency scope.

Using mouse pressed function to shoot.

* Technical research.

If you need technical ideas that you don't know about yet, do some (quick) research into libraries or existing code that might help you achieve your goals. List websites or libraries that you think will help and how they will help.