Game Pitches  
**SNK - King of Fighters**

short line

# Objective

This is a high-level review of King of Fighters using a confidence scoring system to accurately forecast the potential of different options for this game as it relates to the current Skillz platform.

These reviews have two purposes:

1. To inform developers about their game fit with the Skillz platform
2. To help the Developer Relations team select suitable games for Enterprise Partnerships

# Recommendation

**The most successful games on the Skillz platform feature an Asynchronous Mode.** This will include access to Skillz Tournaments which can be played as an Asynchronous Mode and not require an opponent be present. For your game we are recommending to expand on the existing tournament system by offering an Async Mode which focuses on a survival mode first, and offer high entry fee tournaments. King of Fighters’ controls meet expectations for the fighting genre, with a tutorial that onboards players on how to control their character well. The combination of characters, moves, and matchups provide depth and replayability. Fighting is extremely competitive and has proven depth and market size, with potential for spectatorship and large scale tournaments.

**GAME REVIEW LINK:** [SNK - King of Fighters](https://docs.google.com/document/d/1HlDDs_OLEAIuE0iRagJCTZ3MYbhQ2wvccE9LI8AlQ9Y/edit?usp=sharing)

## Game Design Options

Conviction Level Scores displayed for each option have been approximated based on historical data from similar titles which we have have previously launched on the Skillz platform.

Scoring is formed by some external factors that put each option on a spectrum from 1 to 10. Categories include but are not limited to, Fun, Onboarding, Game Depth, Theme/Style, Market Size, Skillz Compatibility, and Ease of Development.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **low** | | | | **medium** | | | | **high** | |

## Asynchronous, Survival Mode

|  |  |
| --- | --- |
| Use Title Menu to funnel all players to Skillz Tournaments. Introduce alternate survival mode which can be played as Asynchronous Matches using Skillz system. | |
|  | **Changes:** - Update menu Uis. This would include updating marketing carousel and funneling players to skillz tournament play. - Teach players why this mode is special/different - Ensure players know how to play before competing - Create Skillz specific Time Attack game mode - Update results screen to help communicate how a player performed in the current mode - Seed Ai roster so that players get the same opportunity - Add OTA parameter support for tuning and tournament setup - Keep file size low so players can download without wifi |
| **Pros** - Provides the largest funnel for the game by having a main SKU integration - Adapts an existing game mode players are familiar with to ensure game mode meets expectation of players. | |
| **Cons** - Fighting players will still want sync gameplay where they faceoff and the winner is chosen immediately. - Game length will become longer as players get good (low velocity). We will limit the length of the mode to prevent it from being endless. | |
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# Open Questions and Concerns

* The game has a currency which can be earned for playing which would make sense to keep if possible.
* The game is old and consequently will need to be updated to support iPhoneX and other recent devices.

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