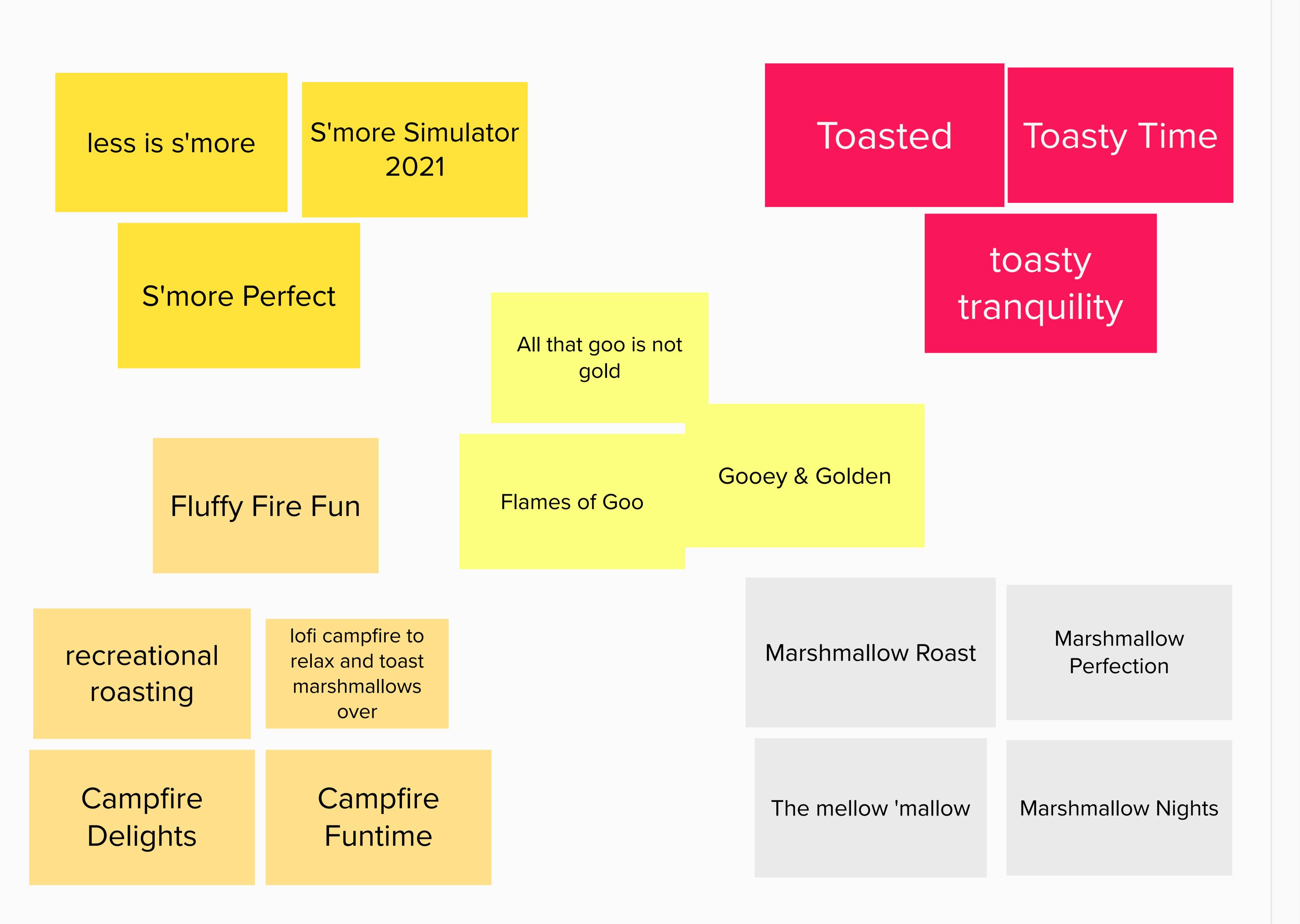
Game Titles



Pitch Requirements

Game Titles - offer at least 3 different titles for your game idea

Easy to make - explain why your idea is 1) easy to prototype, 2) easy to art, 3) and easy to finish with a ton of polish in a quarter

Innovative and Appealing - explain why is your game innovative and appealing

Mechanic - loose sketches clearly illustrating your core mechanic in the game context

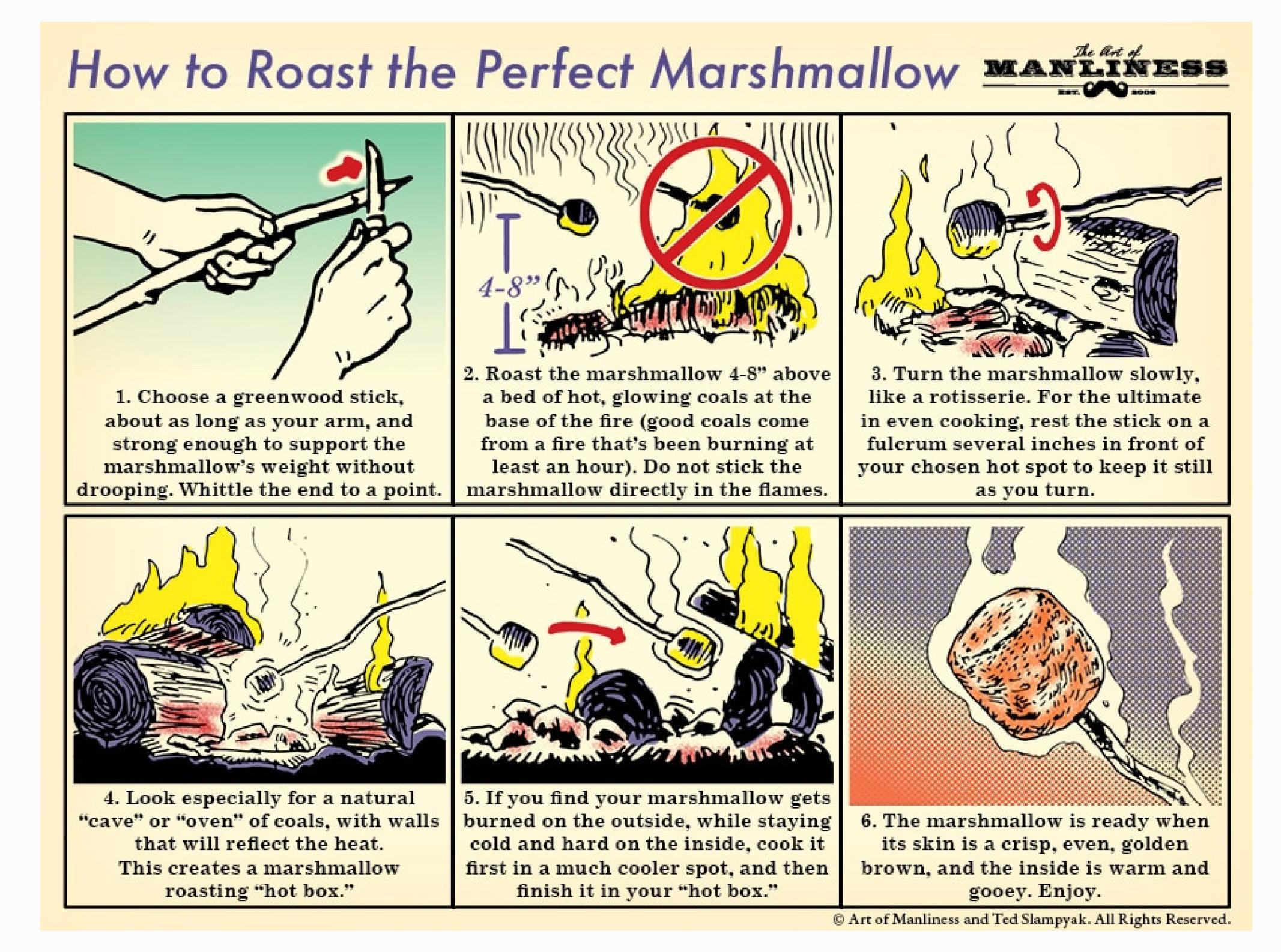
Precendents Overview - list the most similar games to yours in terms of gameplay

Approximate Screenshot - loosely sketch what the player will see on screen. How big and where in relation to each other are things onscreen?

Art Style - loose sketches showing art style

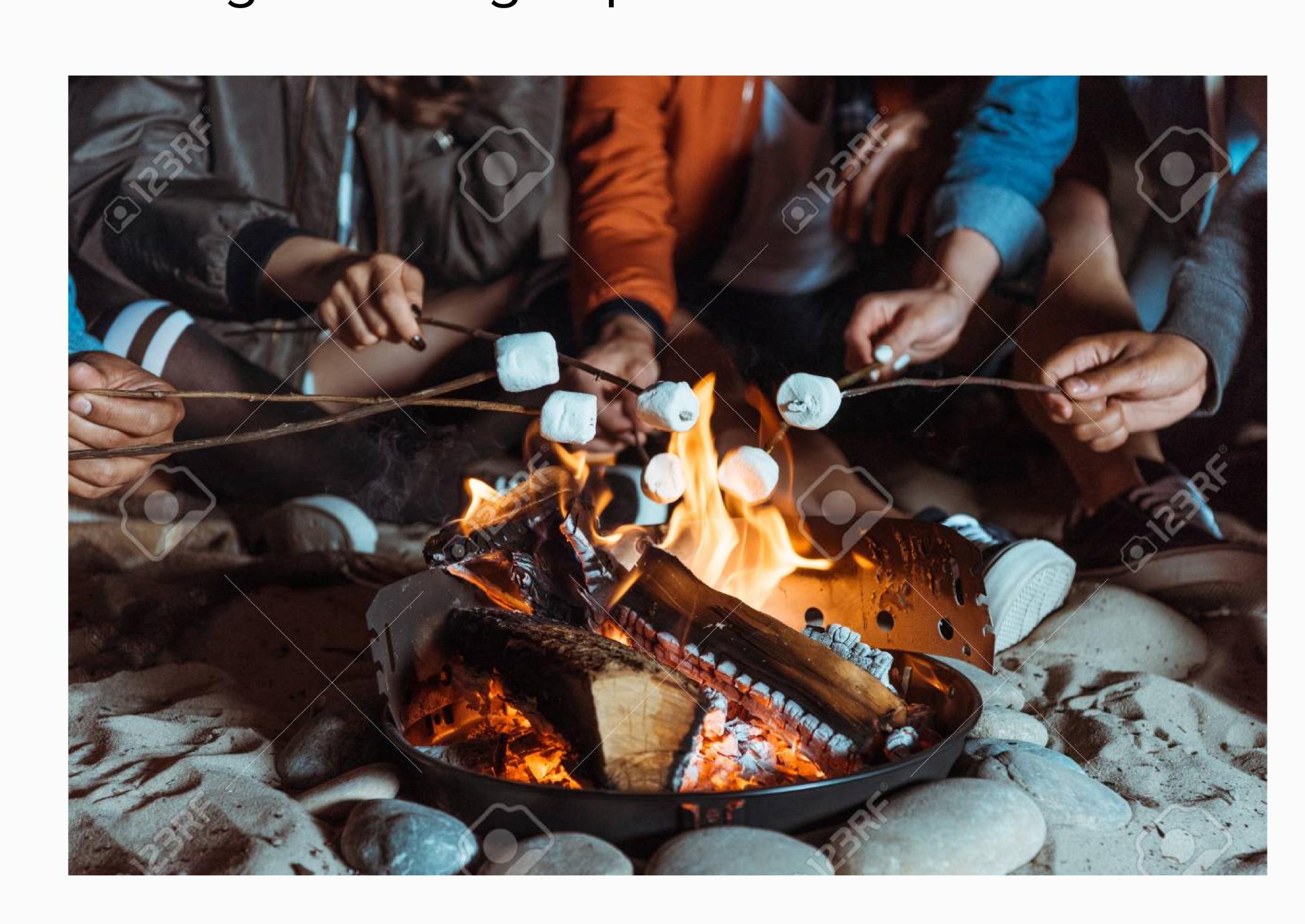
Innovative:

A nuanced experience, that already requires some skill and intention in real life, being translated digitally.

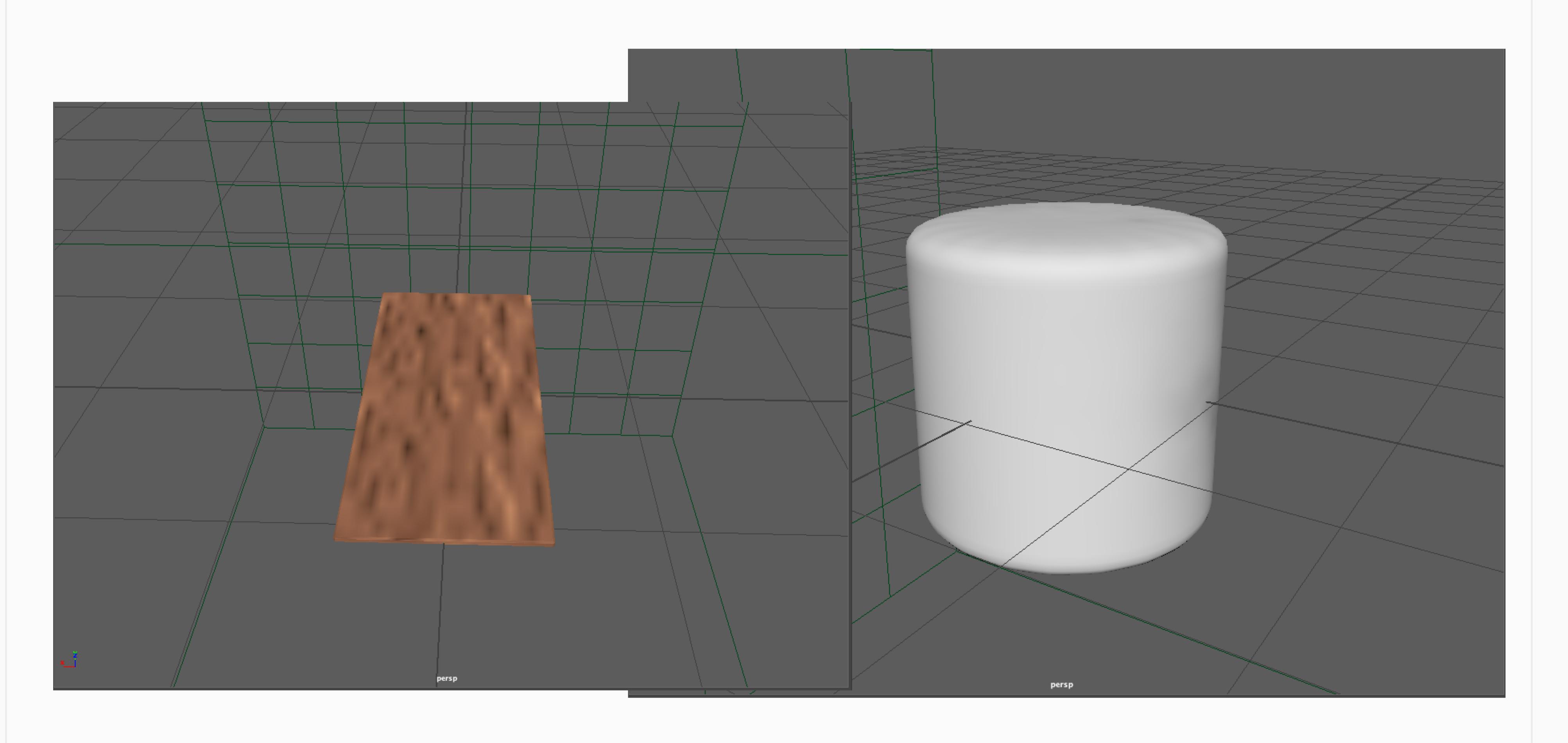


Appealing:

A generally familiar activity, and a possibly nostalgia inciting experience.

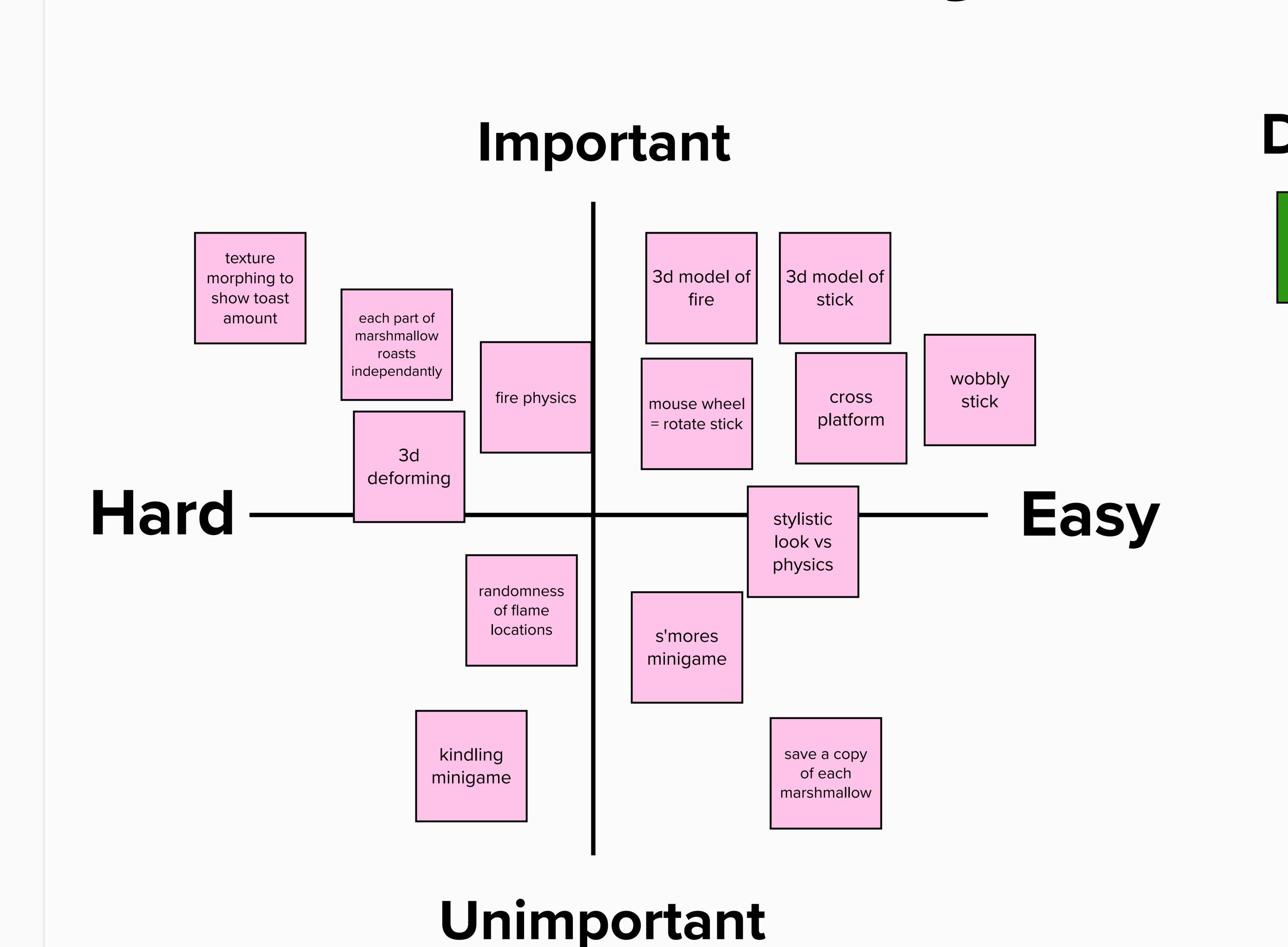


Art Style





Is it easy?



Precedents

Mechanic / Screenshot

