

# Game Pitch

Team Sign Off	
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## **Title: FreezeFrame**

**Genre:** Top-down Tactical Shooter / Puzzle Action Game

**Target Audience:** Fans of strategic action games and puzzle-solving, seeking tactical and fast-paced gameplay.

### **Gameplay and Mechanics:**

In FreezeFrame, time moves only when you do. Players navigate rooms filled with enemies, bullets, and obstacles. Every action, from moving to shooting, progresses time, allowing for tactical planning. Players dodge bullets, eliminate enemies, and advance through levels using the time-bending mechanic to solve combat puzzles.

### **Player Goals:**

Survive and eliminate all enemies. The game rewards creative combat with bonuses for efficient kills and speed. As players progress, they unlock harder challenges that test reflexes and strategic thinking.

### **Key/Core Features:**

- **Time-bending Combat:** Time only moves when you move, offering strategic control over fast-paced gunfights.
- **Minimalist Art Style:** Clean, pixel-art visuals focus on gameplay clarity and a striking visual identity.
- **Varied Weapons and Tools:** Players can pick up guns, melee weapons, and use objects in the environment to their advantage.
- **Challenging Puzzle-Like Levels:** Levels are designed to make players think tactically about each move.
- **Endless Mode:** Fight against an endless wave of enemies in a high-score challenge for extended replay value.

### **User Interface Design:**

A minimalist UI keeps players focused, featuring a small health bar, ammo count, and subtle level markers that blend into the environment, fading in and out as needed.

### **Unique Selling Points (USPs):**

- **Time Control Mechanic:** The unique ability to control time flow introduces an unprecedented level of strategy to the top-down shooter genre.
- **Non-stop Tension:** The game blends reflex-driven action with puzzle-solving, keeping players on the edge as they carefully plan every movement.