



Giving Your Game Pitch

CSC404 Supplemental Notes



Important pitch skills

- Presentation skills
- Writing skills
- Communication skills
- Salesmanship



Presnetations

- wnat to ride dolphins?!?!!!!!
- Game Brief

- *Sometimes people want their slides to tell the entire story for them, which makes things difficult because a) this causes people to spend more time reading the slide than paying attention to what's being said, and b) it can create a block of text on the screen that makes it difficult to really take in what's trying to be said. The main focus is the presentation, and the slides should be a guide, not a replacement for what's being said.*

Formatting should be important
all your base are belong to us!!!11111



Pitching a Game

- For this course, you'll be practicing the elevator pitch for your game.
 - Need to win over your audience in the time it would take to ride an elevator with the CTO of your company.
- While there are no absolute rules that need to be followed to make this work well, there are things that generally result in success.

Pitching a Game

- Rule #1: Figure out your game
 - You need to be able to picture your game and exactly how it's going to work.
 - This means figuring out things like:
 - the type of game
 - the game's look & feel
 - the controls
 - how the game will play
 - the challenges & rewards
 - the educational elements

You must be able to answer any and all questions that your audience can think of!

Pitching a Game

- Rule #2: The presentation
- If you get to pitch your game in a presentation, make sure that it's of decent quality.
 - State your presentation's purpose
 - Start with the one-sentence description of your game
 - Slide points should build to game's overall goal
 - Ensure clarity and flow in your presentation.
 - Keep points brief
 - No long, rambling points
 - Presentations provide cues to the presenter, not a full description for the audience
 - **Figure out your technical setup ahead of time!**

Pitching a Game

- Rule #3: Engage the audience

- Present, don't read
- Make it interesting
- Get people involved
- It's about them, not you.
 - $\max(\text{relevance} * \text{interest})$

- Rule #4: Delivery

- Be comfortable
- Speak clearly
- Don't rush
- Maintain focus



General Presentation Tips

- Stop thinking of the presentation
 - Focus on telling your story to one person.
- Practice, practice, practice
- What would you enjoy?
- Don't stress



Example Pitch



ROCKET LAUNCHER

- Launch your satellites from Earth to the other planets in the solar system.
- Use the gravity well of other planets to help them reach their destination!



GAMEPLAY DESIGN

- Players aim their rockets, adjusting the speed and angle of each launch.
- When rockets are launched, the path is shown as they pass through the planets or crash into them.
- Points are awarded for arriving at the target planet, and passing other planets on the way.



EDUCATIONAL COMPONENTS

- Players learn about the effects of planetary gravitation on objects, and the factors that space missions have to consider.
- Each level reflects an actual space mission, which the player learns more about once the level has been completed.

