Three Pitches

Team Kiwi Birdies
Intro to Game Development COAR 463/CMSC 391, 2023 Fall
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Cooking Game

A simple cooking / restaurant management simulator with animal chefs & customers. Will have a Cats and Soup play style, where the store can be upgraded with the money you make.

SC1: pick your chef

SC2: pick your recipe

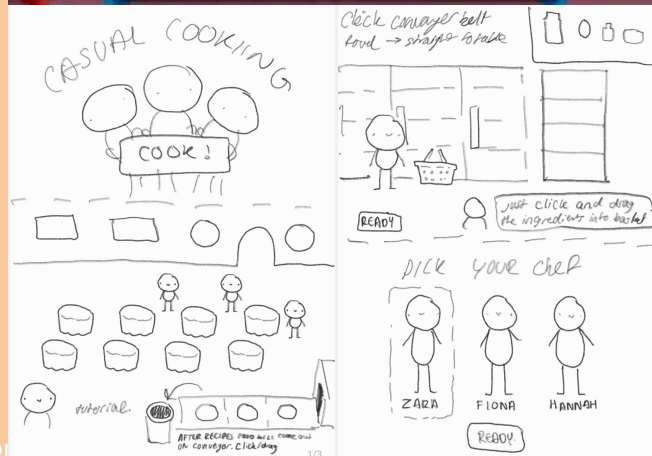SC3: shopping scene, purchase items and play next level
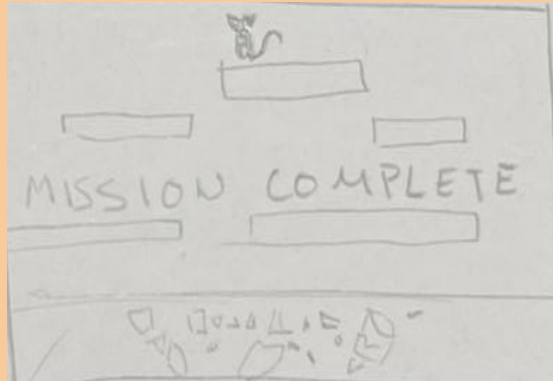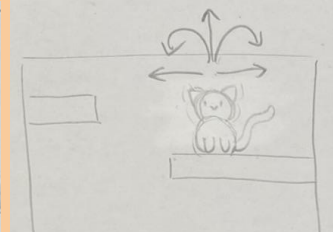
SC4: restaurant

SC5: end of level

Why Play: to soothe capitalist urges, relieve stress, family friendly

Risks: lots of small animations, will be very UI heavy, gameplay loop may become boring

[Our team is mostly art – most of our energy will be spent on making a large variety of cute food assets]

Cat Platformer Game

A cute 2D platformer, featuring a cat whose goal is to knock items off of shelves. The cat can move right and left, jump, and interact with objects on the platforms to knock them over.

SC1: a cat looks up at shelves

SC2: the player (cat) jumps onto the shelves above it, and knocks objects over that are blocking it's way

SC3: end of Level

Why play this game? This is a cute, cozy game with low stakes, that acts as a break from the chaotic outside world.

Possible risks: Making all assets custom to the game could be time consuming, but the gameplay is simple enough, so the artists can focus on the asset creation,

Dress Up Game

Simple dress-up game where you can select facial features and clothes for a character. Including system where you can be judged based on how good your clothes look – some clothes will get you more points than others.

SC1: main menu/character selection

SC2: closet

SC3: judging scene

SC4: play again

Why Play: feel good, relieve stress

Risks: art will have to be very coordinated so everything fits correctly, judging may feel unfair to players