**Project:**

***Pitch Document***

J.U.N.I.O.R.

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**Title:** J.U.N.I.O.R

**Genre:** Third Person Adventure Game with one main goal: find alien life before Dr. Sinister!

**Platform:** PC (Windows) / OSX / Linux

**Premise:** Search the cosmos to answer the age-old question: are we alone in the universe? We may know soon. But be careful… you’re not the only one looking!

**Backstory:** The year is 2100 and we have yet to discover other life in the galaxy as our own human exploration has not reached much past Mars. In an attempt to broaden the search for extraterrestrial life, Earth scientists created J.U.N.I.O.R., the Joint Universal “Neo-Intelligence” Observational Robot. “Neo-Intelligence” refers to a new advanced form of AI which uses a quantum-computer to process algorithms at a rate that simulates human behavior.

J.U.N.I.O.R discovers that a mad scientist named"Dr. Sinister" is looking for life on other planets as well but to take their resources. Capable of reprogramming himself (with certain limitations) to fit the situation at hand, he changes his mission to not just discover alien life, but to reach it before Dr. Sinister in order to protect it.

**Target Rating:** E for Everyone

**Target Market:** The target audience will be both children to young teenagers and people who remember platform games from the late ‘90s to early 2000's. No graphic violence will be incorporated as most of the enemies are from a mechanical army so children will not be subjected to inappropriate material. The style of the game will be similar to "Jak and Daxter(Sony Computer Entertainment)" for PS2\_TM.

**Player Motivation:** J.U.N.I.O.R. will take you to places no human has ever been before on the search for life on other planets. Along the way, you will battle Dr. Sinister and his creations trying to stop his evil plan. Once you defeat all of his creations and capture Dr. Sinister you will have saved the universe.

**USP:** J.U.N.I.O.R. takes an old concept of 2D platformer and adds a third dimension creating a much more expansive world to explore. The platforms are still there to carry the player to new heights as well as vast ground level to be explored. J.U.N.I.O.R. also takes the player on a trip to answer the age old question "are we alone in the universe?" all while keeping a mad scientist form draining other planets of their resources.

**Competitive Analysis:** J.U.N.I.O.R. will be a lot like "Jak and Daxter(Sony Computer Entertainment)" or "Ratchet and Clank(Sony Computer Entertainment)." The difference is that J.U.N.I.O.R. will make things seem realistic as if the player were really exploring the universe with the robot named "J.U.N.I.O.R." There will be a vast world but will have it's boundaries as the two games mentioned to keep the player on a certain path to finish the level.

**Goal:** The goal of this game is to have the player feel like they are exploring new worlds find life forms that were previously unknown. Another goal is to have the player constantly wanting to move forward for fear that their nemesis is going to get away with his evil plans.

# Sources

Sony Computer Entertainment(N.D.) Jak and Daxter Series.

Sony Computer Entertainment(N.D.) Ratchet and Clank Series.

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