



Here, I give a quick introduction about my name, and proceed to inform the potential investors about my game, Death-rone (Death Run/De-throne)

## WHY CREATE THIS?

- GAMEPLAY THAT IS FAST AND FLUID.
- SIMPLE TO PLAY WITH ONE HAND.
- ACTION COMBAT MECHANICS.

I explain briefly about how I wish to create a game that is easy to play with one hand, feels fast and fluid and has linear style progression with combat mechanics.

## TARGET MARKET?

- PEOPLE WHO ENJOY LINEAR GAMEPLAY ACTION.
- PEOPLE WHO ENJOY NON-CONVOLUTED STORIES.
- GAMERS ON THE GO.

I would give a brief explanation on the games intended target market. Generally people who enjoy linear gameplay with simple storylines, as well as gamers on the go. I give a quick reasoning behind this, saying that mobile games can achieve compelling storylines, but a major emphasis on addictive gameplay and fun factor works just as well. (reference from <http://preview.tinyurl.com/pnwow5s>)

## SO WHAT'S SO DIFFERENT?

- SIMPLE CONTROL SCHEME.
- LEVELS PROGRESS ON-RAIL STYLE, WITH END BOSS BATTLE.
- PLAYERS CHOOSE DIFFERENT LEVELS/BOSSSES TO FIGHT, SIMILAR TO MEGAMAN GAMES.

## CONCEPT ART

Final Boss  
of the  
stage

Player  
swipes  
area to  
cut, or tap  
to fire  
projectile,  
destroying  
the  
enemies.



Combination  
of flying and  
ground  
enemies

Grey Area:  
Player  
movement Area  
(left/right/jump)

Player has 3 lives, life count determined by current  
player character's aesthetics.

## POTENTIAL COMPETITION?

- RUNNING SHADOW



- ON IOS, ANDROID AND STEAM.
- RPG-ELEMENT.



## WHY BACK IT?

- EMPHASIS ON SIMPLE STORYLINE, SIMPLE GAMEPLAY.
- NO ADVANTAGEOUS BENEFITS VIA MONETARY PAYMENTS.
- GAME THAT ANYONE CAN ENJOY.
- GAMEPLAY WOULD NOT BE ANNOYINGLY REPETITIVE, LOSING CUSTOMER INTERESTS.

## HOW MUCH TO INVEST IN?

- £ 8000, FOR THE FIRST 4 LEVELS. DONE IN 5 MONTHS TIME.
- INCLUDE DLC FOR COSMETICS IN THE FUTURE. PRICE RANGING FROM £ 0.60 TO £ 1.50
- CHARGE £1.99



## APPENDIX

- [HTTP://ANDROIDSPIN.COM/2014/02/06/GAME-INSIGHT-RELEASES-DETAILS-UPCOMING-RUNNING-SHADOW-GAME/](http://androidspin.com/2014/02/06/game-insight-releases-details-upcoming-running-shadow-game/) - RUNNING SHADOW