

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.

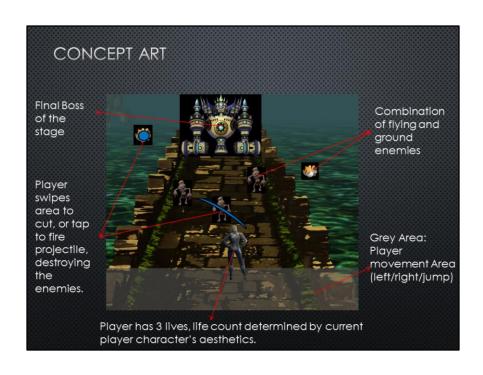
TARGET MARKET?

- 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/BOSSES TO FIGHT, SIMILAR TO MEGAMAN GAMES.



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/ - Running Shadow