GAM23 Assignment 3 – Due Date: 4/29/2019

Preliminary Pitch Document 1st Draft (Landscape – Maybe make in powerpoint)

Objectives: Convince a prospective game publisher to invest in your game.

Sections to Include:

Game Overview

1. Introduction
2. Game Description
3. Features
4. Genre
5. Target Audience
6. Target Platforms

Cost Estimate

1. Team Size
   1. Cost estimate from glassdoor (by role) – assume they reeeeeal cheap
      1. Beau: environment artist
      2. Billy: 3d artist
      3. Hunter: unity programmer
      4. Eric: 2d artist
      5. Laura: Project manager
2. Timeline to Beta
   1. What are the milestones? (can be time-based or project-marker based, last milestone = beta)

Competition & value

1. Similar games (probably loads)
2. Monetization Models (personalization – tank hats)

* We need concept art, not too wordy (quick sell)