

Game Pitch Document

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Title: Rush Rivals

Genre: Action-Adventure, Puzzle, Multi-player, Competitive

Style: 3rd person, cartoony

Platform: PC, Consoles, ideal for split-screen

Market: Gamers aged 10+, lovers of competing and suspense

Elevator Pitch: Outsmart your rival in a thrilling race through traps, puzzles, and danger to claim victory!

The Pitch

Introduction

Are you competitive? Do you like to race your friends for the win? Do you like to make your friends' lives harder? Then get ready for our new game, called Rush Racers. This game will bring lots of emotions to your game nights.

Background

I like to race my friends in games and make their lives miserable. After playing and seeing gam plays of **It Takes Two** and **Keep Talking and Nobody Explodes** which both of these games are collaborative. I came up with an idea. . . What if there was a game where instead of collaborating, you race each other and then slow their progress.

Setting

The story unfolds inside an ancient desert temple. You and your rival, two treasure hunters, have fallen into its cursed halls. Separated by a cave-in, you must navigate deadly traps, solve intricate puzzles, and race to reach the temple's treasure first. But beware: whoever gets there first gains control of the temple's ancient mechanisms, turning the environment into a gauntlet for their rival.

Features

There is an option for a split screen, so it is suitable to play with a friend in person. Limited time frame for other players after the first one completes. There may also be a workshop for creating custom maps in different environments like a lava pool, jungle, etc.

Genre

- Action-adventure
- Puzzle platformer
- Competitive multiplayer

Platform

On release we plan to publish the game for PC and consoles. There was also an idea to put the game out for mobile phones, but that depends on the success of the game between the community.

Style

Ideally the style should look animated, almost cartoon-like, very close to Fortnite graphics style. Because of the game's suspense environment there will not be a light like outside on the sun, but more torch-lit corridors, so there may be needed some character outlines to highlight movements.