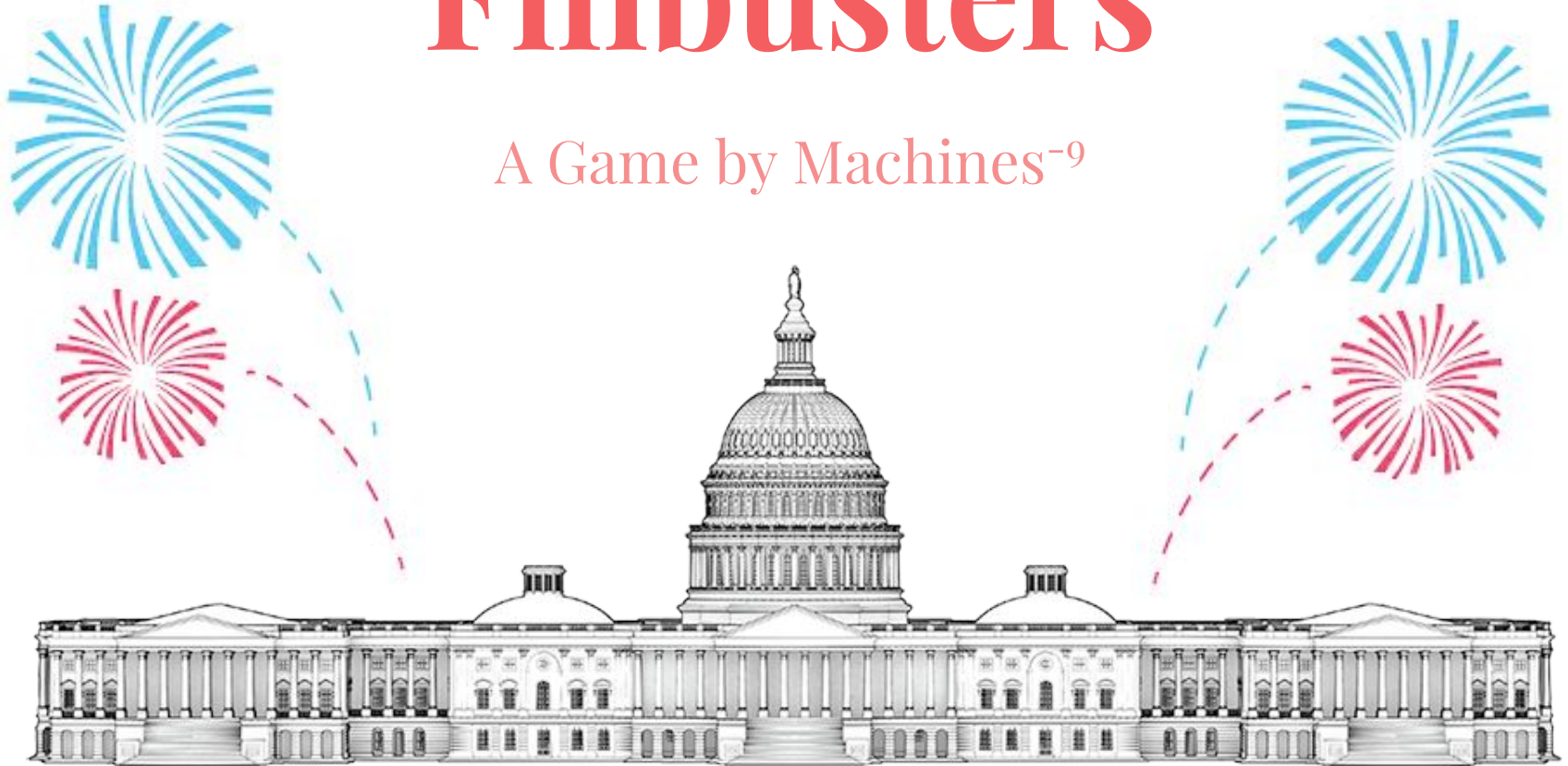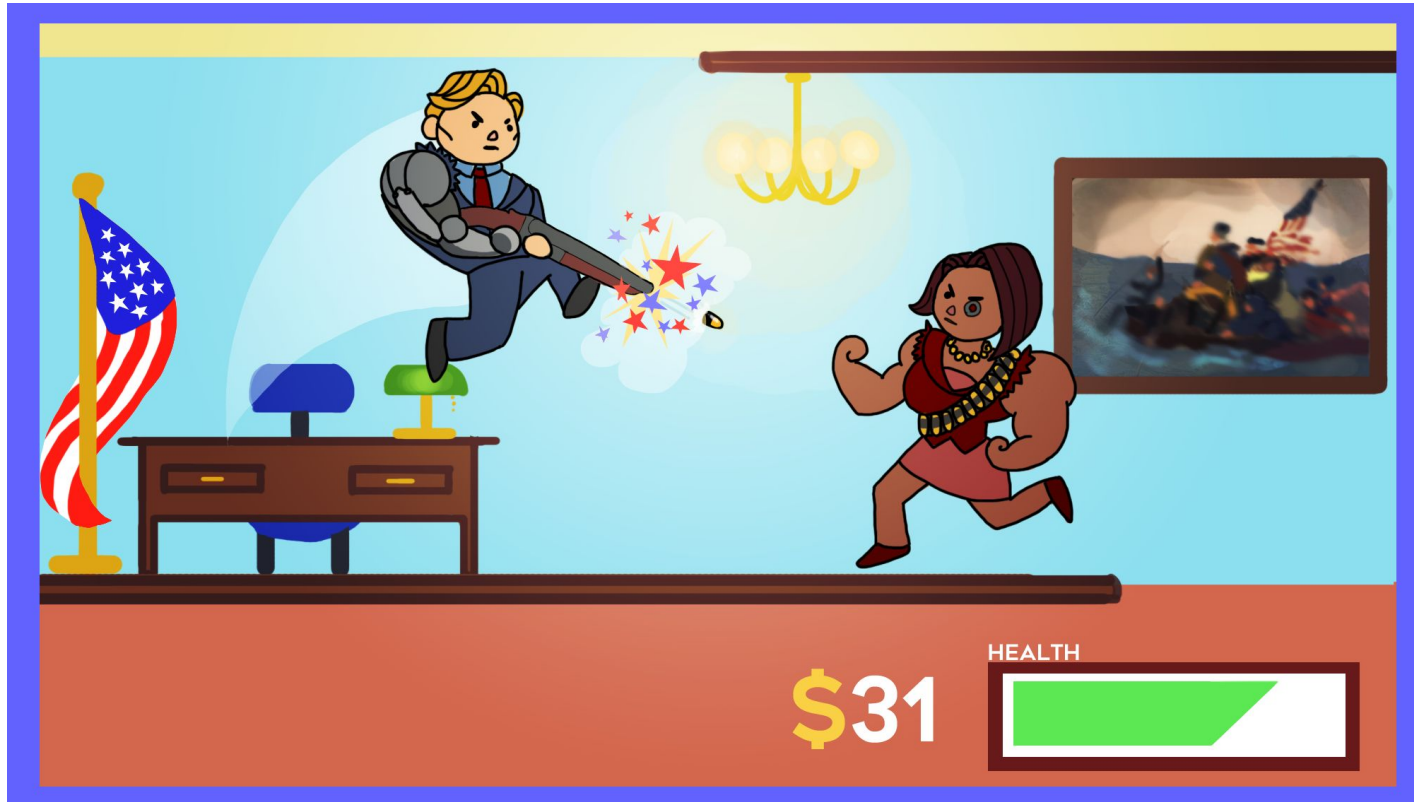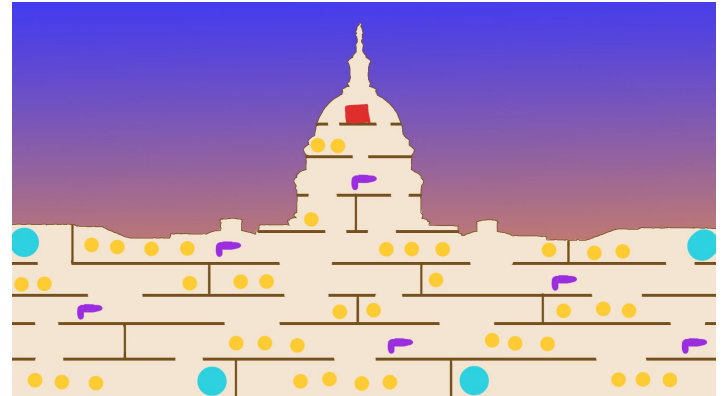# Filibusters

A Game by Machines⁻⁹

# Concept

# Mechanics & Dynamics

Collect funds quicker than your fellow congressional representatives

Deposit your campaign funds at vulnerable drop off zones

Gun down anyone who stands between you and your campaign funds

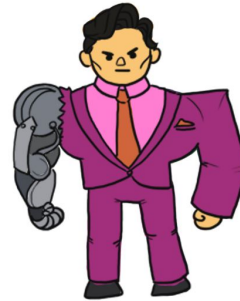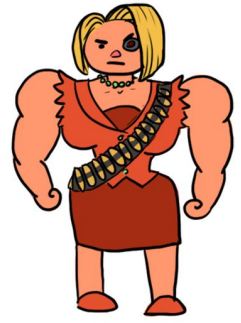Defend yourself from slander and mortal wounds

# Aesthetics: Look

Action-tastic 80s visuals

Goofy cartoon sprites

Neoclassical touches

# Aesthetics: Feel

Comedy-Action blend

Fast paced, frenetic gameplay

Retro inspired, campy sound effects

Triumphant, Patriotic music

# Publishing Info

Genre: Networked Multiplayer Arena

Platform: PC/Mac

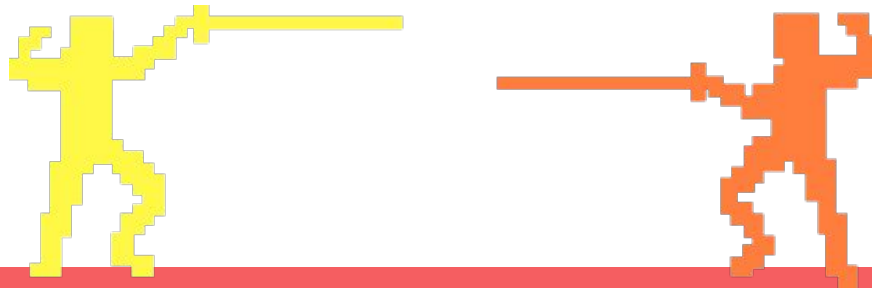ESRB: T

- Cartoon Violence
- Crude Humor
- Mild Blood

# Audience

Target age range: 14-30

Targeted to groups of 2-4 players with online capabilities

Targeting fans of other fast paced casual party games

For fans of... Nidhogg, Super Smash Brothers, Animal Crossing: Sweet Day

# What makes Filibusters special?

Light-hearted political satire

World's first competitive legislative fundraising game

Unique weapons with a congressional twist

# Timeline and Costs

**Current Phase**: Design and Conceptualization

**ETA first demo**:  3 weeks

**Cost**: 15 weeks of time

# The Team

Phoenix Bishea (Programming/Unity Consultant)

Alex Bugg (Art/Animation)

Connor Ford (Writer/Designer)

Ben Lin (Music/Programming)

Scott Munro (Programming)

Thomas Surles (Sound designer/Animation)

# Summary

Filibusters is...

... the hot, online multiplayer party game of 2016, blending objective-based arena combat with political goofs

... supported by a team of passionate game developers who will deliver

... looking for your support!

The floor is now open for questions...