

# Game Pitch Document

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**Title:** Bomberman Royal

**Genre:** Competitive Battle Royal

**Style:** 2D bird's eye view

**Platform:** Desktop PC, Mobile

**Market:** Younger audience (12+)

**Elevator Pitch:** New age, New Bomberman in battle royal world!

## The Pitch

### Introduction

This game is reborn of Bomberman we love with concept of battle royal which is so popular today. Competitive multiplayer genre is the best seller.

### Background

I am trying a combination of one very popular game and today standards for hardcore gamers. There will be set of random generated maps and obstacles to make it fun for hardcore players. Boring repetitivity is a problem.

### Setting

I will create new universe. Every player have his own avatar which can be customize. Players love to collect items and skins so we have to make it for them! Players economic is for me the most interesting feature in gaming.

Some blocks on map will contain items for upgrade your bombs, speed, health or special crazy weapons like bazooka **BOOM!**

Of course ranked system and season leagues are key components of every competitive game.

### Features

- Free to play.
- Reward you for your time.
- Support voice chat in teams.
- Random generated maps and obstacles.
- Random generated drops.
- Players controlled in game market.
- Party game on LANs of 2022!

### Genre

Competitive multiplayer, there are not many Bomberman multiplayer games. We have to make the best one.

## Platform

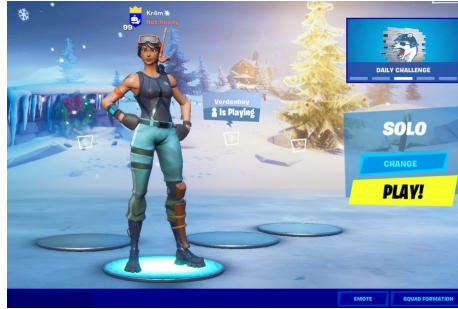
I would love to start on desktop PC. I think there is huge potential due to large Bomberman community. If we are successful we can make cross-platform with mobile because controls of the game will be simple.

## Style

I want to have old school vibe of Bomberman, but with bigger and very colorful maps. Games menu can recall fortnite battle royale. Every new game have really cool and nice graphics, but we also want excel in sound design!



(a) Super bomberman



(b) Fortnite menu