New Game Pitch Sheet – Kai Cempron

Video Game Title: Redemption

Number of Players: Single  
  
Project Complexity: Genesis – PlayStation

Game Genre/Comparison: RPG Shooter similar layout and playstyle as games like Bastion and Transistor.

Names of Current Team Members: Kai Cempron (Me)

Summary: I have personally been developing the game Redemption for about a month now and I am currently working on the overall story and concept art. Redemption is set to be a 2D isometric RPG shooter about a retired Bounty Hunter that has to take up one last mission after hearing about his son’s death. I do not plan to create the whole game in this semester but more of just a specific scene kind of like a demo showcasing the gameplay and mechanics.

Main Goal(s) Each Week:

Week 1 - Artist(s): Concept art for game (Main Character and 2 enemy types).  
 Programmer(s): Learn Unity if new to it, otherwise develop simple game objects and ground.  
Week 2 - Artist(s): Concept art for environment & finalization of character designs.  
 Programmer(s): Begin writing script for Character Controller and setting up area boundaries.

Week 3 - Artist(s): Develop sprite for main character and potentially animation sequence.

Programmer(s): Begin writing script for Enemies.

Week 4 - Artist(s): Finalize Sprite for main character.  
 Programmer(s): Finalize Main Character Controller.

Week 5 - Artist(s): Develop sprite for enemy 1 and potentially animation sequence.

Programmer(s): Finalize script for enemy 1.

Week 6 - Artist(s): Finalize Sprite for enemy 1.

Programmer(s): Finalize script for enemy 2.

Week 7 - Artist(s): Develop sprite for enemy 2 and potentially animation sequence.

Programmer(s): Begin writing script for special abilities of main character.

Week 8 – Artist(s): Finalize Sprite for enemy 2.

Programmer(s): Begin script for Character and enemy interactions.

Week 9 – Artist(s): Begin Background  
 Programmer(s): Finalize scripting for Character and enemy interactions.

Week 10 – Artist(s): Finish Background

Programmer(s): Start scripting for initial game start

Week 11 – Artist(s): Develop icons for abilities & player stats

Programmer(s): Script for game end

Week 12 – Artist(s): Start designing attack/abilities animations  
 Programmer(s): Debug and Finalize

Week 13 – Artist(s): Design game cover/poster  
 Programmer(s): Debug and Finalize

Week N: work as needed.