

Game Pitch Document

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Title: Royale Hunt

Genre: Multiplayer Battle Royale with PvE and PvP elements

Style: 3D Top-Down Cartoonish Visuals

Platform: Mobile (iOS, Android)

Market: Casual gamers, fans of multiplayer and mobile games

Elevator Pitch: A unique blend of battle royale and RPG gameplay where players hunt monsters and outsmart plays against opponents in a colorful, action-packed world.

The Pitch

Royale Hunt is a competitive game where players choose from unique hunters, hunt monsters for rewards, and fight each other in a colorful world. With a mix of fast action, strategy, and constant updates, the game stands out for its replayability and fun.

Introduction

Imagine a game where hunting monsters is just as important as outsmarting other players. Hunt Royale blends battle royale mechanics with RPG-style character abilities, creating matches that are quick, action-packed and endlessly exciting.

Background

The concept of Royale Hunt was inspired by the success of battle royale games like Fortnite, combined with character progression seen in RPGs. Unlike most battle royales, this game focuses on both player-versus-environment (PvE) and player-versus-player (PvP) gameplay, offering a refreshing change for fans of both genres. It takes cues from games like Clash Royale and Brawl Stars to ensure accessible but strategic fun.

Setting

The game's setting is a playful fantasy world with diverse locations like enchanted forests, fiery deserts, icy tundras, and dangerous dungeons. Players control hunters, each with their own special skills. The matches take place in vibrant arenas filled with monsters to defeat and players to challenge.

Features

- Over 50 unique hunters, each with special skills and abilities.
- Mix of PvE and PvP gameplay in dynamic 3 minutes matches.
- Progression system with upgrades, unlockable characters, and cosmetics.
- Regular events and updates to keep content fresh and engaging.
- Cartoonish 3D visuals optimized for mobile devices.

Genre

Royale Hunt is a blend of battle royale, RPG, and action games. The game's focus on PvE and unique hunter abilities creates a fresh experience in the crowded multiplayer market.

Platform

The game is available for iOS and Android, making it accessible to a large audience of mobile gamers. A potential PC release is being considered to expand the player base.

Instructions

In this exercise, you assume the role of an enterprising game developer who has a great idea for a new game – *The Game*. You are tasked with the creation of a short *Game Design Document*. That is, a *pitch* of The Game's main idea to potential *investors* or *leadership* of a game studio. If you have your own ideas for a game, this is a great opportunity to develop them further. Alternatively, you can also choose an already existing game, but I recommend trying to come up with your own idea first.

Within this template, you will find placeholders and hints [*like this one*], which you should read and replace with your own text. You can use any means of expression you deem appropriate – text, reference images from other games, sketches, diagrams, tables, graphs, etc. Remember the goal: “selling” your idea so that you get the opportunity to actually *make* The Game. Keep it brief and to the point. The length of your final document **shouldn't exceed 2-3 pages**. Following are example sections and pointers as to what they could contain. However, the document structure is certainly not set in stone. Feel free to modify it as necessary.

Introduction

This should be the core of your pitch. Describe what *exactly* it is you want to make. What is *important*, what makes your game *special*. All in one paragraph (50 words max).

Background

What lead you to The Game's basic idea? What are the inspirations – other games (even physical), sports, events, etc. Is it a continuation of some long-going traditional genre? Are you trying to bring back something that worked in the past?

Setting

Describe the setting of your game. Is your game *narrative-based*? You should detail the basic plot here. Cover the character of your *protagonist* and their interaction with the environment. Will your story be *interactive*? You can put some example dialogues and possible choices here as well. Even games with *light* or *no narrative* take place in some kind of universe.

Features

What are the main *selling points* of your game? Think about the *target market* and *market values* of your game. What makes it unique among other, already existing games? Why would players want to play *your* game instead of some other? You can use a bullet point list or combine it with a *value graph*.

Genre

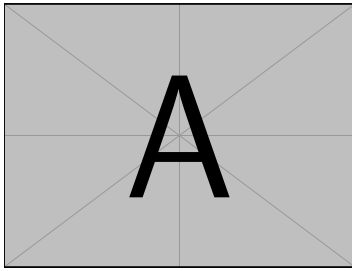
Specify the genre of The Game. Be *clear*, but be sure to note on the *nuances* which set your game apart from others within the same genre.

Platform

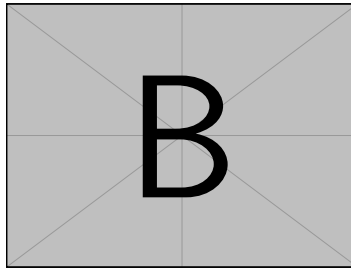
What are the platforms you plan to release The Game on? Do you have a core set in mind? Are you going to release versions for other platforms later?

Style

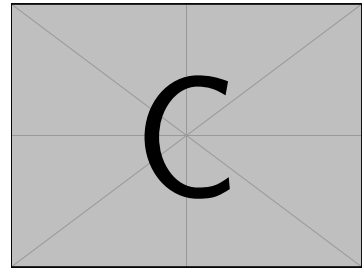
Here, you can provide a visualization of what The Game would look like. Don't have concept artist at hand? Use diagrams, schemes, or illustrate on images from already existing games. It is time to dust off your *Microsoft Paint* skills!



(a) Style Exhibit 1a.



(b) Style Exhibit 1b.



(c) Style Exhibit 1c.