

# BYE BYE BIRDIE

PRESENTATION OF THE GAME FROM THE SNP



Salt Pepper

# INSTEAD OF THE BEGINNING

Salt & Pepper - a company with five years' experience in the development of Internet projects from the promo-sites to high-load start-ups and services.

The company employs 30 workers.

---

Of course, like all the young people working in the IT, we feel a passion for games, so we started an internal project to develop our game under the working title Bye Bye Birdie.

---

At the moment we have prepared a prototype of the game, which we want to show you in order to collect feedback and helpful hints, as well as to search for the publisher of this game, who would be as interested in it as we are.

# TEAM

*Four superheroes work on the project:*



**DAN KOSTRIKOV**

Artist, animator  
game designer



**BORIS YURKOV**

Unity-developer



**ROMA MARCHENKO**

Unity-developer



**ANTON KOZHEVNIKOV**

Art director, marketing  
finance, management

# GAME

## SHORT DESCRIPTION:

The game is a first person shooter. The action takes place in the world of gingerbread men, who had lived quietly and peacefully in their village, until someone arrived. The Birds. The player acts as a village resident flying by aircraft from the birds who want to eat him. The action takes place over snow-covered fields, green hills and desert.

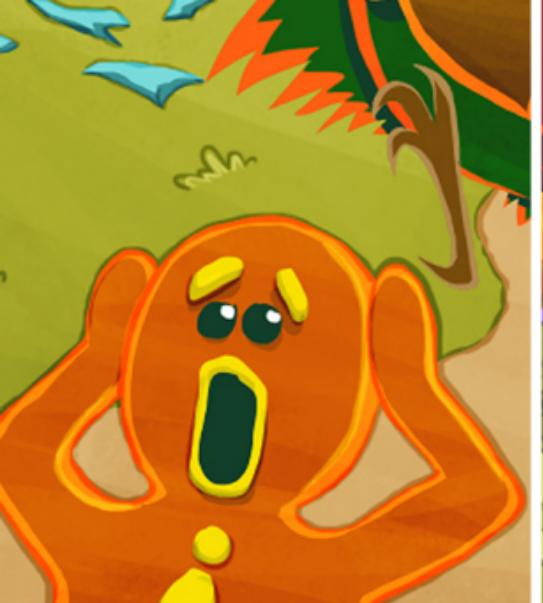
The player is offered different weapons, bonuses earned by destruction of birds, turbo-mode aircraft.

The game ends when the player's health expires.











# GAME

## TECHNOLOGIES:

We aimed for the development of a cross-platform game, so we chose Unity as a tool.  
Bye Bye Birdie is designed for Android and iOS smartphones and tablets.



The game has a lot of frame by frame animation and particle effects. We worked on the performance to achieve 60 fps on the most devices.



# GAME

## MONETIZATION:

It is expected that the game will be distributed free to play. Also the game is supposed to have in-app purchases. The player can play the game without buying anything, but in order to speed up and simplify the gameplay he can spend money in the store to upgrade weapons and fuel.

## FREE TO PLAY + IN-APP PURCHASE:



# CHARACTERS

To diversify the gameplay the aircraft is attacked by three kinds of birds. Each of them has its own strengths and weaknesses.

## BOBO

*Maneuverable and fast.  
Medium in size.  
It's not so easy to kill him.  
He inflicts serious damage.*



## KONG

*Small and very fast. It's difficult to strike him, but he has a poor health. If you do not kill him at first, he goes crazy and starts to accelerate, causing serious damage.*



## MERV

*Large and slow. He has excellent health. It is easy to strike him. He inflicts a crushing blow.*



***BOBO***



***KONG***



***MERV***



Salt Pepper

# LOCATIONS



The game provides three locations.  
They follow each other automatically by the timer.  
Over time, we are going to increase the number of locations.



Anton Kozhevnikov | ak@saltpepper.ru | +7 910 640 05 84

Salt & Pepper | www.saltpepper.ru



Anton Kozhevnikov | ak@saltpepper.ru | +7 910 640 05 84

Salt & Pepper | www.saltpepper.ru

# WEAPONRY

The game has 6 types of weapons. Each weapon has a recharge time, the power and the number of bullets. At the beginning only one kind of weapon is available for the player. By earning in-game points, the player unlocks new types of weapons and upgrades their parameters (e.g. reducing the recharge time, increasing the bullet power and ammo capacity). Weapon upgrade system is not implemented in the prototype of the game. At the moment all weapons have the default settings.



## SLINGSHOT

*Default weapon. It is quickly recharged, unlimited.  
A shot inflicts little damage to the enemy.*



*Activated by tapping the enemy.*



## MACHINE GUN

*Everything that comes your way shall be swept away. Does not inflict heavy damage, but the number of shots per second compensates this disadvantage.*



*The sight inertially follows the finger.*

# WEAPONRY



## DIRECTED EXPLOSION

*An original way to destroy the enemies. A player swipes a screen drawing a line, by which the explosion wave is spread destroying the enemies.*



*The vector of the explosion wave is given by swiping a screen.*



## GUIDED MISSILES

*The player marks out the enemies of the same color by swiping a screen. While selecting the enemies the time in the game slows down. As soon as the player releases the finger, the homing missiles are fired towards the selected birds.*



*The player sequentially marks out the enemies by swiping a screen.*

# WEAPONRY



## GUIDED BOMB

*The player draws a circle around the bird. Then the sight is activated and the auto guided bomb is triggered. Unlike other weapons, bomb affects not only the target, but also the enemies nearby.*



## TURBO

*The player has an ability to accelerate his aircraft for a while and fling off pursuers. Fire from the turbine burns the enemies who are very near.*



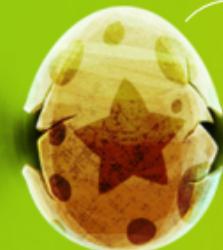
*The player draws a circle around the selected target.*



*Activated on a tap.*

# BONUSES

Sometimes the destruction of the enemies brings you bonuses, which randomly fly across the screen and are activated by pressing on them.



*Adds points*



*Blows up, destroying the enemies around you*



*Adds health*

*Freezes the enemies.  
Frozen enemies move slower.*



*Strikes the nearest enemy with electricity and then moves on another enemy in case he is close enough.  
If you are lucky (or skilled), it will kill everyone on the screen.*

# GAME

## BONUS POINTS:

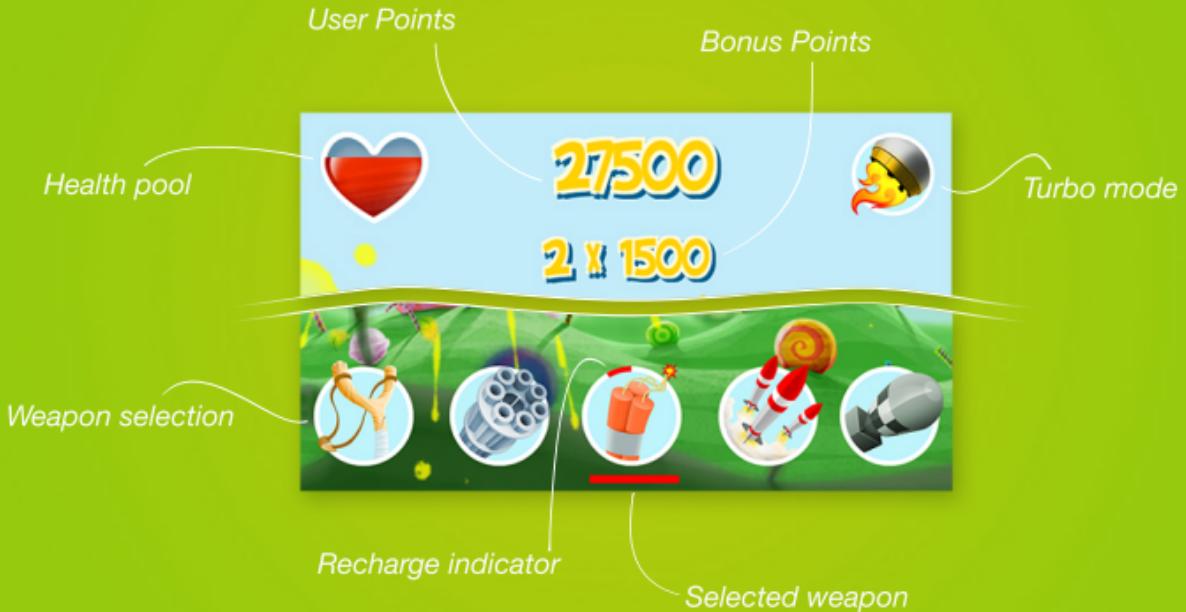
The game is for points. The more points the player scores, the higher he is in the rating. To increase the number of points the system for upgrading weapons and bonuses is provided in the game.

The game also has a system of bonus points. The player receives certain number of points for each destroyed enemy. Combos of continuous kills increase the multiplier of points (the combos are in development at the moment). When the combo ends the points earned during this period are multiplied by a factor and are added to the previously scored points.

In the current version, to increase the multiplier ( $M$ ) by one, you need to destroy  $M + 1$  bird.

$$\begin{array}{r} \text{PLAYER SCORE} \\ + \\ 6300 \\ \hline 200 \times \frac{4}{3} \end{array}$$

# UI





# TODO

At the moment the Bye Bye Birdie is in the prototype stage. Our plans in preparation for the game release include the following items:

- Implementation of the weapon upgrade system
- Development of new levels, maps
- Development of the endless mode
- Achievements system
- Passive skills system
- Development of the store
- Development of the players rating
- User interface design
- Bonus points system (combinations of using various weapons and bonuses)
- Detailed design of the game balance (currently in draft version)
- Professional sound recording (currently in draft version)
- Adding the system of user actions analytics
- Localization

**At this stage, we want to understand the interest of market professionals regarding the game; to collect opinions on how to improve it and gather ideas for monetization model. Our next steps are to find a publisher, to correct plans for completion of the game and to introduce the release candidate.**

# TODO

## MAP

The player travels on a virtual map, divided into locations. The background is changed depending on the location of the game (currently three locations have been drawn). Each location consists of a set of levels, passing which the player explores new opportunities, earns points and improvements. The points earned during the level can be converted into a fuel. To go to the next level, the player has to pass the current level and spend fuel points to ferry the aircraft to a new point on the map. If the player does not have enough fuel, he can play one of the completed levels and convert earned points into a fuel.

## LEVELS

The game has regular levels, which become more complicated with regard to the set and the number of birds, as well as the time of their appearance on the stage. Most levels are organized in this way. There are also levels marked with a special symbol on the map - those are the levels completing which the player unlocks a new weapon or a new type of enemy. The game encourages the player to pass the levels and thus it becomes more diverse. There is also the third type of levels - special levels. These are either tutorial levels (if the player has got a new weapon or an enemy) or levels with the special task (for example, to kill all the enemies with certain weapons), completing which the player receives passive skill (perk) or weapon modifier.

# TODO

## PERKS

The set of perks is limited. Perks are improvements, which affect the overall game items, such as bonus power, the number of player's lives, the duration of the turbo-mode and increase of the number of points which the player gets for the destruction of enemies.

## WEAPON MODIFIERS

Each type of weapon has several weapon modifiers. They do not greatly affect the power of weapon, but change its behavior. For example, if the default slingshot shoots one lollipop, one of the slingshot modifiers can be shot with two lollipops, but with reduced damage. This system is designed for a variety of gameplay and for the player to customize the game according to his liking.

## WEAPON UPGRADE SYSTEM

The game has a system of improving the weapon. The player spends earned points to upgrade the weapon. The weapon becomes more powerful, shoots faster, the flight speed of the projectile increases and the recharge time decreases.

# TODO

## ACHIEVEMENTS

We plan to make the system of achievements - it is a list of actions that can be performed by the user completing the level and for which he receives an appropriate medal. For example, the task is to destroy 15 green birds with the machine gun. Some achievements are also grant perks and weapon modifiers.

## STORE

The player spends points in the store. He can convert points into a fuel and upgrade a weapon. Also, if a player has no desire to collect points, he can buy them for real money.

## UNLIMITED GAME MODE

You can play the game in the endless mode. In this mode the complexity of the game is gradually increasing. The task is to fly as far as possible. By improving weapons and passive skills it becomes easier for the player to fly further and further.

YOU'D BETTER LOVE THIS GAME  
OTHERWISE I'LL COME FOR YOUR COOKIE

*BOBO THE COOKIE KILLER*



# THANK YOU!



SALTPEPPER.RU  
+7 910 640 05 84  
AK @ SALTPEPPER.RU

Salt  Pepper