

Game Pitch Document

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Title: *[Super Duper Party]*

Genre: *[Party]*

Style: *[2D/3D]*

Platform: *[Windows]*

Market: *[People with friends, age 10+]*

Elevator Pitch: *[Pummel party BUT with consistent controls and mini games that are actually fun to play]*

The Pitch

Introduction

Super Duper Party is a multiplayer party game for Windows. It's a 2D platformer game made mainly for friends to enjoy together. You are going to compete against each other in a bunch of fun, quick and awesome minigames.

Background

Sometimes, late at night, me and a couple of my friends feel like playing some party games. But we didn't come across some party game that was enjoyable. Mini games in those kinds of games are usually pretty bland and repetitive. Lots of them suffer from inconsistent controls. For example 2 mini-games in which you can jump use different buttons for jumping or other actions. It's really noticeable. We played these games: Party Panic, Pummel Party.

Setting

The game is not narrative based. So it has no story whatsoever.

Features

Hopefully when the game is made it's gonna be more fun than other similar multiplayer party games. I want to make unique mini games. After doing some research I found out that many The mini games in other party games are pretty similar to each other and not that creative.

Genre

Super Duper Party is a multiplayer, action, party game. This project is an attempt to surpass the likes of Party Panic, Pummel Party.

Platform

The Target platform is PC with a possibility of X-Box and PlayStation port. That depends of course on the game's success. But since the game is developed in unity, porting it shouldn't be much of a problem.

Style

Since I don't have an artist and my artistic skills are nonexistent I am forced to use premade assets. So getting some consistent style is hard. But I want to go for a minimalistic style. I would like the characters to be cute. I took some inspiration from a game called Boomerang Fu.

-BAKALARKA-

