

Pitch Deck

Elevator Pitch:

CHOSEN is an FPS game with a weapon-snatching twist, where players must use their Hookshots to steal weapons from enemies and use them to their advantage. Players need to identify and steal weapons that are best suited to their current situation. The player can hold two weapons at a time, one in either hand, allowing them more freedom to steal and use weapons. Weapons in CHOSEN either have an offensive or a defensive function: players must react to their situation and smartly cycle between offensive and defensive weapons to overcome challenging combat scenarios. This is all packaged in a style that emulates early-2000s era shooters, with core gameplay follows in the footsteps of classic arena FPS gameplay.

Feel over function - show the awesome feel of the gameplay over the moment-to-moment gameplay loop.