Game Pitch Document

Tímea Adamčíková (xadamc09)

Title: Journey to Kunt

Genre: Puzzle platformer, Sandbox, Collecting

Style: 2D, Dynamic

Platform: PC, Mobile

Market: Casual players, All age categories

Elevator Pitch: Create your own paths and get back to planet Kunt.

The Pitch

Introduction

Journey to Kunt is a creative adventure that empowers players to collect materials, mix them, create various platforms, and bring the main character back home to Kunt. The player can discover endless possibilities throughout all levels.

Background

This game is inspired by the classical mobile game Bounce, which I used to play when I was young. I wanted to improve this game with new mechanisms, for example, the portals inspired by the game Portal. I also wanted the game to be more creative and interactive.

Setting

The character's journey is set in a changing landscape, starting in lush forests and moving to cosmic voids. The main character is teleported to Earth by accident, where his superpowers cannot be used. He encounters many obstacles on the way home to planet Kunt and meets many strange creatures. Some of them provide him with valuable advice or material, but others may rob him. It is only his choice to believe them or not. The interactive environment encourages exploration and rewards creative problem-solving.

Features

- The game has an interesting concept and advanced graphics.

- The game is suitable for players of all ages because of its simple control.

- Not only can a player move, but he can also collect and create his materials.

- Creating dynamic platforms and placing them freely.

- Some elements are supernatural.

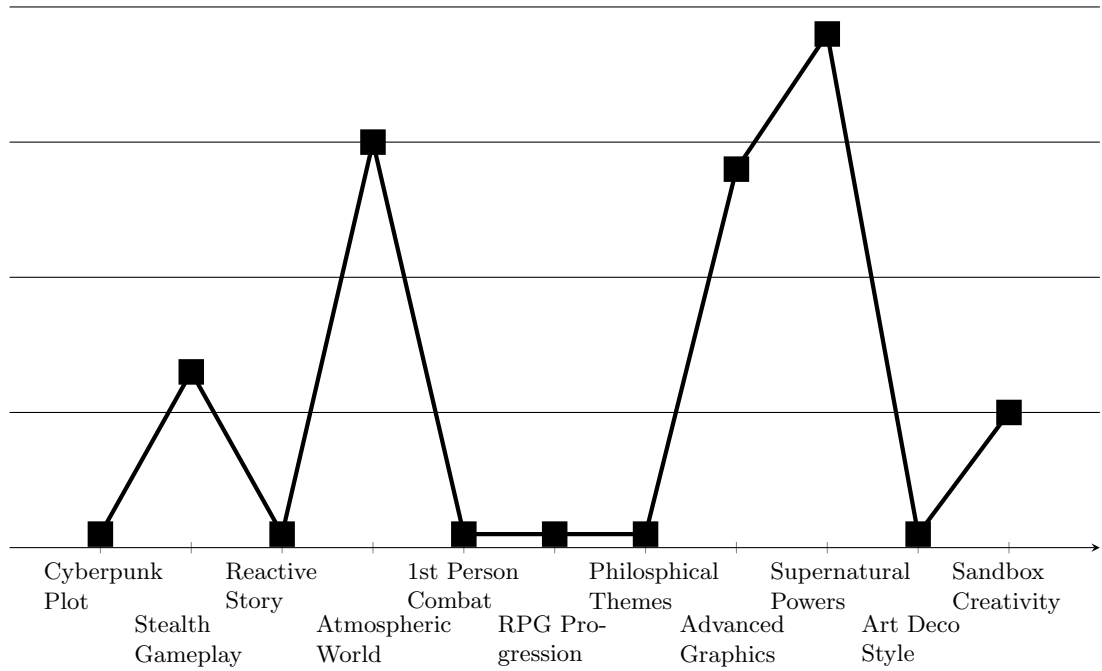- The game also takes place in the universe.

Figure 1: Value graph.

Genre

The game belongs to the Puzzle platformer genre. It maintains the challenge of a classic platformer but is complemented by elements of crafting games. I also included the sandbox genre because the player can modify the environment by placing platforms.

Platform

The initial plan is to release the game for PC (Windows, MacOS, Linux?) and mobile devices. This decision was based on the number of owners. In the future, expanding and releasing the game for people who enjoy playing on consoles such as Xbox or PlayStation would be great.
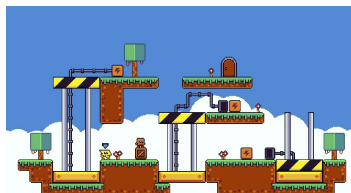
Style

The game will have a Minecraft-like inventory (2a) where a player can create new material from which he owns.
Each level will look similar to Kinduo (2b), where I like the simple layout and intelligible goal.
I want to use portals similar to those used in Portal 2 (2c), where you can see where the portal takes you.

(a) Minecraft inventory.

(b) Kinduo level.

(c) Portal 2 portal.