Team 8
Game Pitch Document

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1. Executive Summary

Currently we are looking at a stealth type 2D game. We have a user, trying to escape each level from the AI's view without being hit. The graphical layout will take place in a UFO scenario, with a human prisoner trying to escape each level of the UFO to reach Earth. During the escape the prisoner will have to avoid being seen from the aliens of the UFO. Being caught will be game over.

2. Game Play Look and Feel

2.1 Background Appearance

The levels will take on a 50's sci-fi style UFO interior. It will have a dull and matte background so that the obstacles and enemies will better stick out in the environment. Objects in the foreground will be important to the gameplay so it is important that the background does not get the focus of the player.

2.2 Characters Appearance

The main character will be an average non-descript human. The purpose for this is to make the player clearly distinct from the enemies. The main characters colors will include brown and yellow because none of the backgrounds or enemies will be using these colors.

The enemies will be aliens similar to the ones in the movie *Mars Attacks*.

Picture for reference

The main colors for the aliens will be green and orange. This is going to be used to clash against the blue and gray background. These will be the only enemies in the game.

2.3 Object's Appearance

There will not be a lot of items in the game, but like the characters their colors will clash with the background and they will be clearly outlined so the player can clearly identify the objects in the room.

Obstacles against the player are important to be clearly identified so the player knows they cannot travel past them, but at the same time they will blend into the background better so they do not feel out of place in the environment.

2.4 Interface

This is a tile based game so each map will be have a grid overlaid the level. The tiles will easily visible, but will not be overbearing in order to break the look of the UFO.

2.5 Player Roles

The player controls a human prisoner trying to escape the UFO without being seen by the aliens.

2.6 Actions

The main actions the player takes are all down to outmaneuver the enemy, avoid detection and escape the UFO. The player will move around the map 1 tile at a time and try to avoid the spaces next to the enemy. When the character takes 1 turn to move the enemy will also take their 1 turn to perform some action.

2.7 Strategies

The main strategies will be a puzzle like scenario where the player will have to think through their movements ahead of time in order to avoid detection. For instance the enemy may patrol around an opening for the player to move through, but if a player chooses the wrong timing they could be caught in without an escape.

2.8 Level Summary

The level will be procedurally generated. The edges of the map will be empty, but the middle spaces all have a chance to generate an obstacle or an alien. The player will spawn in the bottom row of the map and will try to progress to the exit which will be at the top row of the map.

2.9 Story Progression

The scope is small and the story is not important to this short game. The player will start on the first level without a shirt on hinting that he was just being tested on by the aliens. There will be no more story between the beginning and the ending. Once the player manages to escape from the UFO then there will be a victory screen exclaiming you have escaped the UFO.

3. Hardware

The only current version that will be created for Windows PC. Since the game will be run using the Unity engine then the requirements can assumed to be close to the Unity requirements on their website.
- OS: Windows XP SP2+
- Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
- CPU: SSE2 instruction set support.

Since we will have no animation and the assets will be simple art the artwork of the game will not increase the performance. Depending on the efficiency of the algorithms that too will not increase the requirements too much. Overall the design of the game will be very simple so there will not be a big increase in the requirements and could be run on any modern PC.

The design of the game also allows it to be played on a wide variety of systems with varying control styles like consoles, mobile devices, and web browsers. If those platforms are developed for then the requirements will be as follows

Mobile
- iOS player will require iOS 7.0 or higher (dropping 6.0).
- Android: OS 2.3.1 or later; ARMv7 (Cortex) CPU with NEON support or Atom CPU; OpenGL ES 2.0 or later.
- Windows Phone: 8.1 or later.
- Windows Store Apps: 8.1 or later.

Web Browser
- WebGL: Any recent desktop version of Firefox, Chrome, Edge or Safari.

4. Software

The engine used to create this 2D game will be the Unity engine. The version of unity will be the personal version. For creating scripts here are the IDEs that will be used:

- Visual Studio
- Mono Develop

Although the art assets will mostly be taken from the asset store, some artwork will be created using these programs:
- Adobe Photoshop
- Graphics Gale

Sound and music will also be mostly taken from the asset store, but any other sounds will be created with:
- Bfxr
- FL Studio