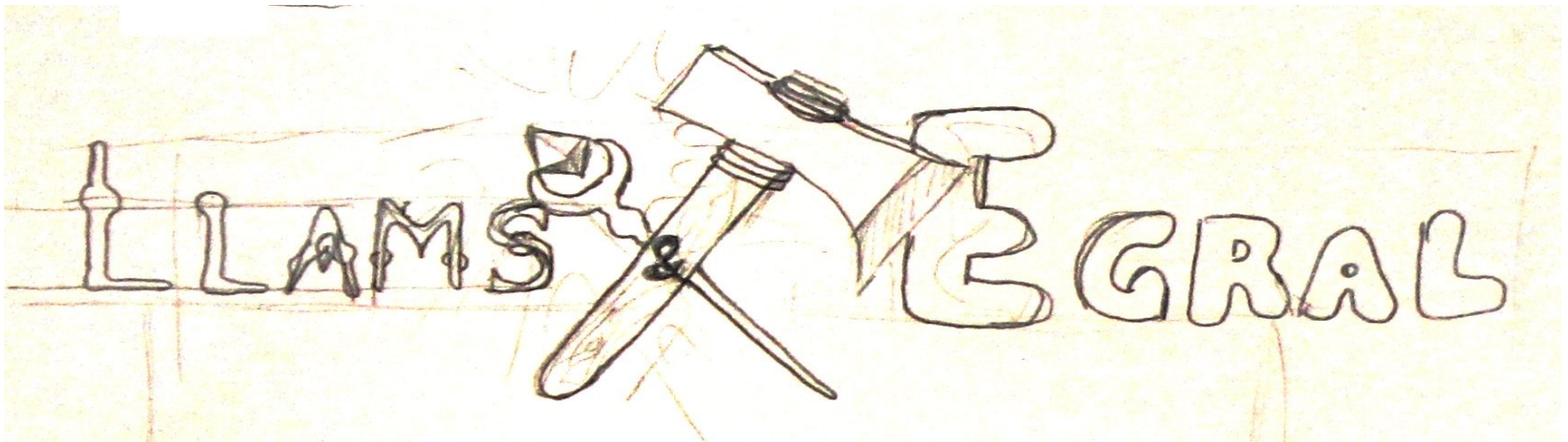


## Team 6: "Pitch" of game idea



# Story

*In the planet of Borama*

*Two villages always fighting :*

- Strong tall guys, physical strength*
- Little guys, magical powers*

# Story

*Arrival of Maleficus, the planet eater !*

*The villages have now to collaborate,  
and choose two heros to find the  
Immortality Crystal.*

*Llams  
&  
Egral !*



# Basic ideas

- *3D platform game, with two characters*
- *We can switch quickly between them*
- *Sometimes it's better to be separated*
- *Sometimes to be together*



We are controlling Ergal

life & stamina  
of Ergal

life & mana  
of Llams

# Big ideas

*Smooth and fun interactions*

*Beautiful world and effects*

# Gameplay

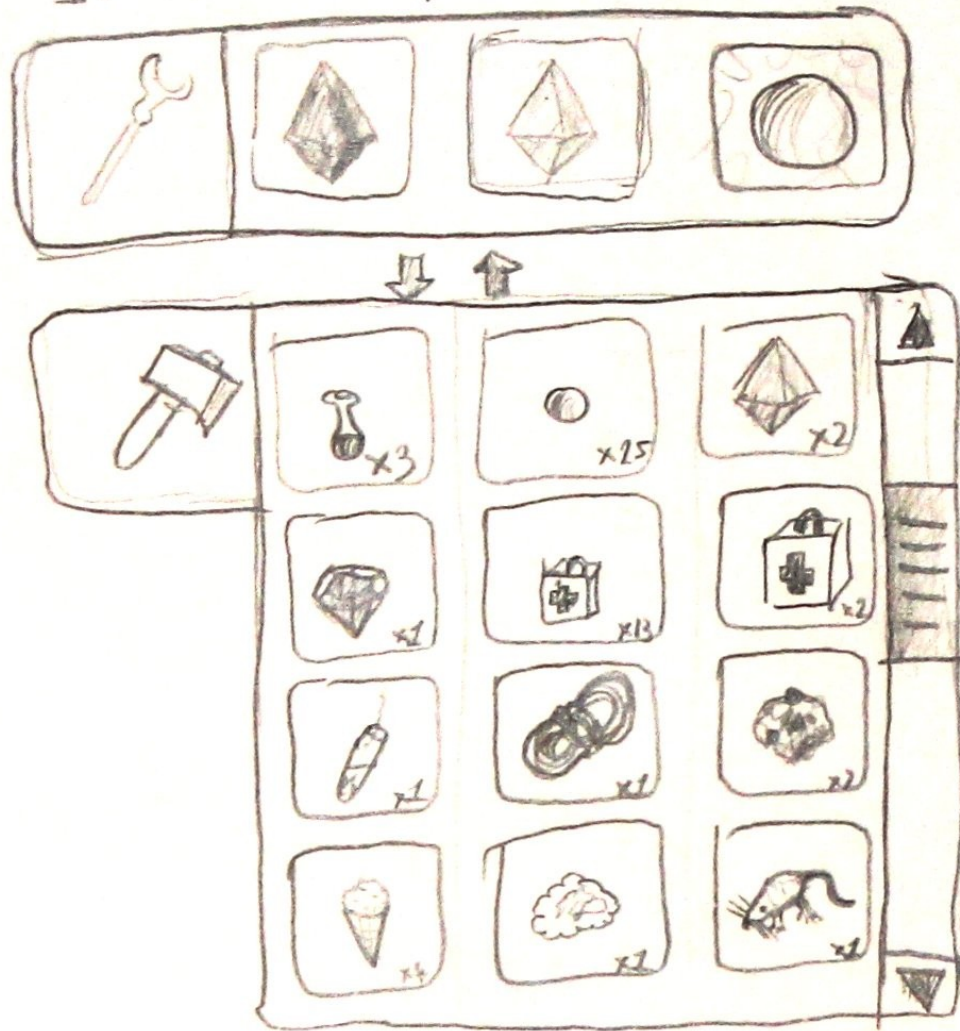
- *Similar to platform games, Action-RPG*
- *Use analog sticks to move and control the camera*
- *Use buttons to jump, attack, spell casts, do special actions*
- *Use trigger to switch characters*






# Level elements

- *The map*
- *Enemies*
- *Boss*
- *Crystals*
- *Objects*
- *Gates*
- *Life and mana fountains*
- *...*

# INVENTORY



# ABILITIES

	Equal can launch Llam
	Llam can hide himself inside a shoe of Equal
	The elemental power of Llam can be transmitted to Equal



# Technical Computer Graphics

- *Beautiful rendering*
- *Smooth animation*
- *Physics, particles ?*

# Development Schedule

## Functional minimum

- *Finite square plane map, fixed camera*
- *Two spheres as characters*
- *Cubes as enemies move with simple heuristic*
- *Player move characters with stick*
- *Switch with trigger*
- *Jumps and simple attack with buttons*
- *Basic HUD for life*
- *No collisions*

# Development Schedule

## Low target

- *Modeled characters and enemies, with basic animation*
- *Simple 3D levels (no water, etc...)*
- *Better heuristic for enemies*
- *Personalized and better attacks*
- *Control of the camera*
- *Collect gems*
- *Better graphics (effects for attacks, when killing, etc... )*
- *Improved HUD (number of gems collected, time limit,... )*

# Development Schedule

## Desired target

- *Smooth animation of character and enemies*
- *Beautiful graphics effects*
- *Add mana and stamina*
- *First interaction between characters : Launching*
- *Basic orders for uncontrolled character*
- *A big complex and fun level*



# Development Schedule

## High target

- *Improved graphics and animations*
- *Add inventory, objects, different weapons*
- *Simple progression map and gates*
- *3-10 levels*
- *Multiplayer*
- *Other interactions than launching*
- *Save progression*

# Development Schedule

## Extras

- *Different regions*
- *Lots of levels*
- *Lots of objects, weapons, interactions, ...*
- *Animations for introduction, story, between levels,...*
- *Cool game menu*

**=> A complete game ;-)**

**Thanks for listening !**

