

Game Pitch Document

Prepared by:
Robert Rak

CIS 488
Winter 2006
Prof. Bruce Maxim

Date: 01/18/2006



The University of Michigan - Dearborn

Table of Contents

| | |
|---------------------------------|---|
| Executive Summary..... | 1 |
| Abstract of game story..... | 1 |
| Game play and appearance..... | 1 |
| Player roles and actions..... | 2 |
| Strategies and motivations..... | 2 |
| Development specification..... | 3 |

Executive Summary

Abstract of game story

The game is set up in an abstract alien solar system located on the other side of our galaxy. This solar system has four inhabitable planets, which are occupied by two distinct races. These alien races lived for many millennia in peace and harmony, however in the last decade a conflict arose between them over the control of one of the planets. This conflict has quickly escalated to an outright war.

At this time the faction, which started the conflict, has managed to establish a large and well protected military base that is used as a starting point for the majority of attacks on the planet in dispute. The destruction of this base has become the primary objective for the other faction. However, this task has turned out to be very complicated as the base is protected by an elaborate energy shield, which could not be penetrated in any of the attacks.

In order to destroy this military base, a plan to disable the energy shield has been devised. The main idea behind this plan is to infiltrate the planet with a small and heavily armored hover craft, which would destroy all of the individual power generators that are responsible for maintaining the energy shield over the base.

The player will take on the role of the elite forces pilot selected to conduct this dangerous mission. His main objective will be to destroy all the power generators present in the vicinity of the military base thus disabling the shield, which will allow an attack on the complex.

Game play and appearance

The game will be an action first person shooter. The main game play will take place in a 3D world, which will consist of main elements such as the level map (a 3D generated terrain), buildings and structures, opponents, and additional game relevant object (ammunition, power ups, etc). The in game menu system on the other hand will be two dimensional. It will allow the player to set all of the game options and will provide additional necessary information about