

# CPSC 427 - Video Game Programming

## Winter 2023

### Game Pitch (Due 20-Sep)

**Note:** You will also need to give an oral pitch: 1 minute, 2 speakers, whole team present (as discussed in class). Please insert slides here: <https://docs.google.com/presentation/d/1h9wt4b-rBJ27OtjOcObe102B3uc59O6lhWNWGSBSibc/edit?usp=sharing>

**Content:** A pitch is a one to two page write-up describing the basic ideas of the game you intend to implement. It should contain the following four elements:

- *Game title:* Aim for a title that is catchy, self-explanatory, and has no unexpected negative connotations.
- *Story:* Describe the overall game narrative with a possible background story or player motivation. Identify major levels, game rules, and player goals.
- *Core game design elements:* Identify how the game satisfies the core technical requirements: rendering, assets (geometry, sprites, audio, etc.), 2D geometry manipulation (transformation, collisions, etc.), gameplay logic/AI, and physics.
- *Concept art:* Provide hand-drawn images of the core keyframes of your game (e.g. start screen, representative images for a subset of levels).

**Examples:** A couple of example pitches are provided at [https://www.cs.ubc.ca/~sheffa/games\\_course/Vsep19/examples/pitches.zip](https://www.cs.ubc.ca/~sheffa/games_course/Vsep19/examples/pitches.zip).

**Team:** A pitch can be submitted and given by a team of *one to six* students

**Submission:** Please format your pitches as PDF documents and use the UBC CS github to submit them:

- 1) Login with your cwl: <https://github.students.cs.ubc.ca/orgs/CPSC427-2023W-T1>
- 2) Create a repository for your team called “TeamXX-YourTeam/GameName”, with XX your zero-padded team ID from Canvas.
- 3) Create a folder /docu/ and add your PDF as /docu/pitch.pdf
- 4) Commit with summary “game pitch”
- 5) Push before the deadline

