

# CPSC 427 - Video Game Programming

## Fall 2019/20

### Game Pitch, Due Sep 13, 2019

**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 by a team of *one to six* students. A 100% bonus will be awarded to pitches submitted by fully formed teams (six students).

**Submission:** Please format your pitches as PDF documents and use 'handin' to submit them.