

UNSEEN GALAXY

PLAYABLE PITCH

This is your pitch to Unseen Galaxy team members as well as industry professionals. At this stage you are pitching the game - something which is playable and allows you to play the game to a satisfactory end point. The game format and loop should be the one presented in the Green Light Pitch however, changes may happen - that's cool, just let us know what changed and why. In this presentation you should play the game and narrate it as you play. The professionals on the call will give you input to improve the game and its presentation.

You will need to present the following slides:

- Team name/institution/game logo
- X-Statement for game (one line that describes the game)
- Details of game mechanics
- Live demo of gameplay
- Anything else you'd like to include

Game Title

Developer name

College/Uni Name

Level

Game X-Statement - Did we achieve this?

Short one line summary of what the game will be. Make this snappy and as memorable as possible.

How did it turn out? Does this line still apply?

What will players actually do in the game? (Game Loop/Mechanics)

Now the game is nearly complete please illustrate with screenshots or gifs

Why is this fun?

What makes your game fun to play? Is it compelling? Will you want 'one more go'?

Have you had outside of the team people play the game? What did they think?

Target Audience

REPEAT FROM Green Light.

Who will want to play? What other games do they play? What are the reasons these players will love your game? Find help at sites like <https://quanticfoundry.com>

The Team

Tell us how this worked:

- *Did you stick to the roles?*
- *Did things change during development?*
- *What proved difficult?*

Game Demo

- *Now show us the game live if possible (using video footage if not)*
- *Demonstrate the fun*
- *How long will the game last?*
- *What are the controls?*
- *Anything else?*

If you have an idea of marketing assets at this stage then please show them here although they are more important for the final, Publishing Pitch.

Q & A's

- *Ask if anyone has any questions?*
- *Take any feedback seriously, these people are industry professionals who have worked on multiple games.*