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Assignment Title: Your Game Idea: Pitch Presentation

Here is the 10 Minute Presentation Link:

<https://www.youtube.com/watch?v=10rZ3kxjxvo>



Here is the script of my presentation:

Hi, my name is Jared, for this assignment I am tasked with demonstrating a new game idea of my own conception. I Must go over the core ideals of my game idea, and I will be presenting

them through a Pitch Presentation. This presentation will go over the essential aspects showing a summary of my game idea as a short elevator pitch, I will introduce the games title and genre as well as the players role, key gameplay features, our competitors, the intended demographic, platform, and the visual aspects.

So, to begin with. What actually is my game idea?

"My game idea is a Realistic Military Shooter focused on Story Mode set during the Napoleonic Wars, following the British Army through pivotal battles leading up to the Battle of Waterloo. Players will experience both victories and defeats as they fight in diverse environments, from snowy American frontlines to dense European forests and dry Spanish terrain. Taking the role of a British soldier, players will engage in intense, large-scale battles against a range of opponents, including French, Prussian, Russian, and American forces. The game emphasizes the harsh realities of war, with soldiers dropping family mementos like letters and photographs as they fall. During multiplayer when the player dies, they assume control of another soldier, maintaining the momentum until the last man standing, with Story mode using the classic checkpoint system. The journey culminates at Waterloo, where the player, alongside Coalition forces, will face Napoleon's army in a final, decisive clash."

The game's title would be called "Redcoats: The Road to Waterloo", this game will be a highly realistic military shooter set during the Napoleonic wars, focusing highly on historical accuracy and the brutal nature of warfare. Combining large scale battles with emotional storytelling, with the player being introduced to the most pivotal battles of the Napoleonic era.

What is the players role in the game?

The player will take the role of a British Soldier under the command of the 1st Duke of Wellington as they fight in battles leading up to and concluding in the Battle of Waterloo. Experiencing the war from the ground, the player will engage in large scale battles in various settings and terrains facing the French, Prussian, Russian, and American forces. In story mode the player will fight to victory for the British and or Coalition forces in historically correct battles, whilst in multiplayer the player will have the choice to choose the sides of the battles either playing as an American, French, Prussian, Russian or a British soldier in various team-based game modes.

What does the player do?

The player will be able to strategize on their own, with or without a team using their combat tactics to counter the slow rate of fire of their muskets to effectively beat the enemy either using cover, formations or firing methods such as volley fire. The player can choose from various weapons such as pistols, muskets, rifles, and melee weapons. The player can scout out enemy positions using concealment or explore the environments by visiting the locals, stores, their military base and many more places which can reward the player with upgrades and or special items and weapons, with many achievements to keep the player pushing through the game. There will also be decision making through dialogue or through quick time events which will affect the player's reputation, honor, and alternate endings; these will affect how your comrades see the player with them showing different reactions from your honor and reputation. The player will also have access to a skill tree which will improve various aspects of their gameplay such as their health, defense, damage, charisma, stamina, luck, intelligence, reload speed and much more.

Key gameplay features:

For our focus on realistic combat players will have access to the weapons of that era, these being Muskets, Rifles, Sabers, Bayonets, Cannons, and Flintlock Pistols, these will have slow reloads which the player will have to work around to beat the enemy. There will also be stressful large-scale combat throughout the length of each battle which will include a lot of explosions, gunshots, and the sounds of bullets whizzing past you from a near miss. To heighten the realism and stress of this game, I will include emotional depth and impact, these will be of things like soldiers dropping their own unique family photos, or messages from loved ones upon death. I will also make it so that Soldiers can be heard screaming, crying, or pleading to heighten stress and realism. In multiplayer, upon death players will take control of another ai soldier in their teams to keep the flow of gameplay until the last man standing. Also, in multiplayer players will have access to Voice chat and Proximity chat to better engage in their roles and tactics. There will also be varied environments such as Dense forests, Urban settings, Arid environments, Open fields, and Snowy Environments.

Here are some of the similar titles we will be competing with:

We do not have many similar titles and competitors, but we do have two strong competitors which have many similar things our game will have, one of the games is called "Holdfast: Nations at War" with this game being set in the Napoleonic Era. What makes this game

different than ours is that this game is primarily focused on Multiplayer and heavily on the roleplay side of the gameplay. It is also toned down on the realism which is the main driving force of my game idea.

Hell Let Loose is also a strong competitor; the game, however, is set during World War 2. Hell Let Loose is an ultra-realistic military shooter heavily focused on its realism and the chaotic nature of warfare. It has long duration of battles and is heavily focused on multiplayer. This game also includes voice chat which is one of the main driving forces of keeping a multiplayer team and engaging the player. However, Hell Let Loose does not have a single player which shuts off a large part of their player base as many players like playing games for the story mode only.

Our game is focused on the gritty realism and historical accuracy of the Napoleonic Era, it is more easily accessed on the multiplayer side of the game. With smaller team's, players will not have to wait as long to set up a big lobby, my game will have teams of players and ai teammates filling in the gaps, these ai teammates are placeholders for if a player on that team dies then that player will then be in control of that ai teammate until the last man standing dies.

So, who is our intended demographic?

Our game will be primarily aimed at individuals aged 18 and over and those who are historical enthusiasts, tactical shooter fans, players who like highly realistic and immersive military shooters, and those who enjoy rich story telling.

Why do I say this?

This demographic is justified by the realistic and mature themes of the game, including the depiction of brutal warfare and emotional elements like the loss of comrades.

What are players more drawn to in games?

Gamers generally prefer battle royale and first-person shooters, this is ideal as our game is centered on these genres.

Also, most gamers prefer to play single player compared to multiplayer, with the preference of multiplayer being lower with older ages.

Why is Color theory so important?

Color theory is one of the most essential aspects of a game, a game can be Ruined simply by using the wrong colors.

For our game which is focused on realism we Must use dull and muted colors. See the image on the far right as an example for our color pallet:

With dull earthy tones we can effectively convey the gritty realism we want to portray. A Realistic focused game with the wrong color palette could be catastrophic if not used correctly.

However, just because our game is realistic, it does not necessarily mean it needs to be only dull colors. As our game is set during the Napoleonic Era, soldiers at the time would wear bright colors to be easily distinguished. Just like the British Red Coats for example:

What is our intended platform?

Our intended platforms would be those of the current generation, those being PC's, the PlayStation 5 and the Xbox Series X or S.

I chose this because these platforms have the hardware capable of handling large scale environments, ultra realistic graphics and details whilst maintaining smooth gameplay. With their widespread usage we can get across to a wide audience.

What are the Visual Aspects?

As previously mentioned, my game will be rooted in Ultra Realism showing great attention to the Historical accuracy of the Uniforms, Weapons and Environments of the Napoleonic Era. I will incorporate dull and muted tones to keep the gritty aspect of warfare alive and add destructible and dynamic environments to heighten realism and immersion.

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