WTS Games Studios

The Group of They

We are They:

Frank Baccia

Kristian Delay

Nitz

Griffin Holub

Kyle Sell

http://thegroupofthey.com/

Contents

- Walkthrough
- Key Features
- Feasibility
- Marketability
- Life outside Full Sail
- Wrap up & Questions

Title

Working…

Genre

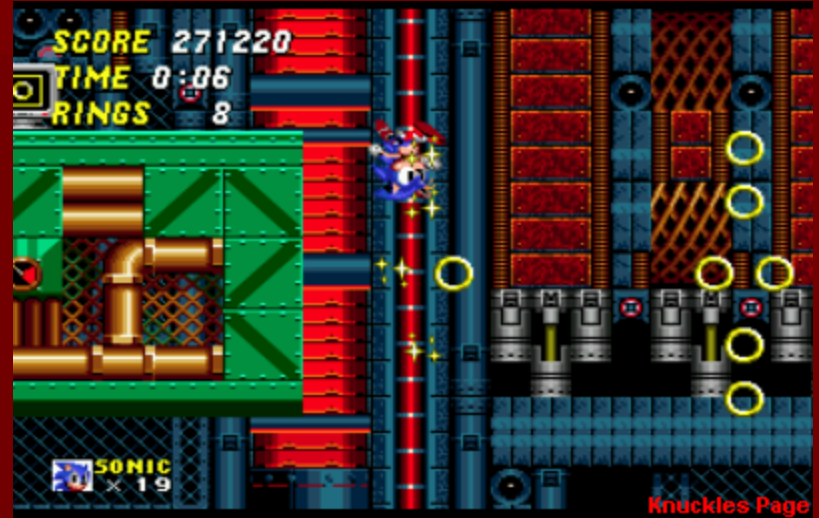- 3-D Platformer with 2-D gameplay.

  Core Gameplay

- Run, jump, and navigate to the finish.

Game Walkthrough

- Takes place in an industrial world.
  - Various objectives.
  - Robotic hero.
- Levels
  - One seamless world, no "levels".
  - 3-D modeled.
  - Completing tasks opens new areas.
  - Very technical looking, pipes, gears, motors.

Game Walkthrough (cont.)

- **Goal**
  - Perform tasks to unlock further sections.
  - Ultimately restore the machine to working order.
- **Theme**
  - Steampunk, Industrialist style world.
  - Machine-like, with moving parts.

Key Features

- **A Features:**
  - Navigation around the world.
  - Further sections unlocked by completing tasks.
  - Melee Attacks.
- **B Features:**
  - Projectile Based Weapondry.
- **C Features:**
  - Mini-games to complete goals.

Feasibility

- Technology:
  - Good graphics engine.
  - 2-D gameplay simplifies calculations.
- Gameplay:
  - Running and jumping are easy to implement, and work.
- Assets:
  - Asset heavy. Lots of animations.

Marketability

- 10 – 22 age range.
  - The more stylistic nature appeals to the 10-18.
  - 18 – 22 will enjoy the platforming aspects.
- Competition:
  - N, Knytt, Brawl's Subspace Emissary
    - http://www.thewayoftheninja.org/n.html
    - http://nifflas.ni2.se//

Life Outside Full Sail

- Steam – (Steamworks).
- X-Box Live Arcade.
- Job Portfolio.
- Full Sail Arcade.

Wrap up & Questions