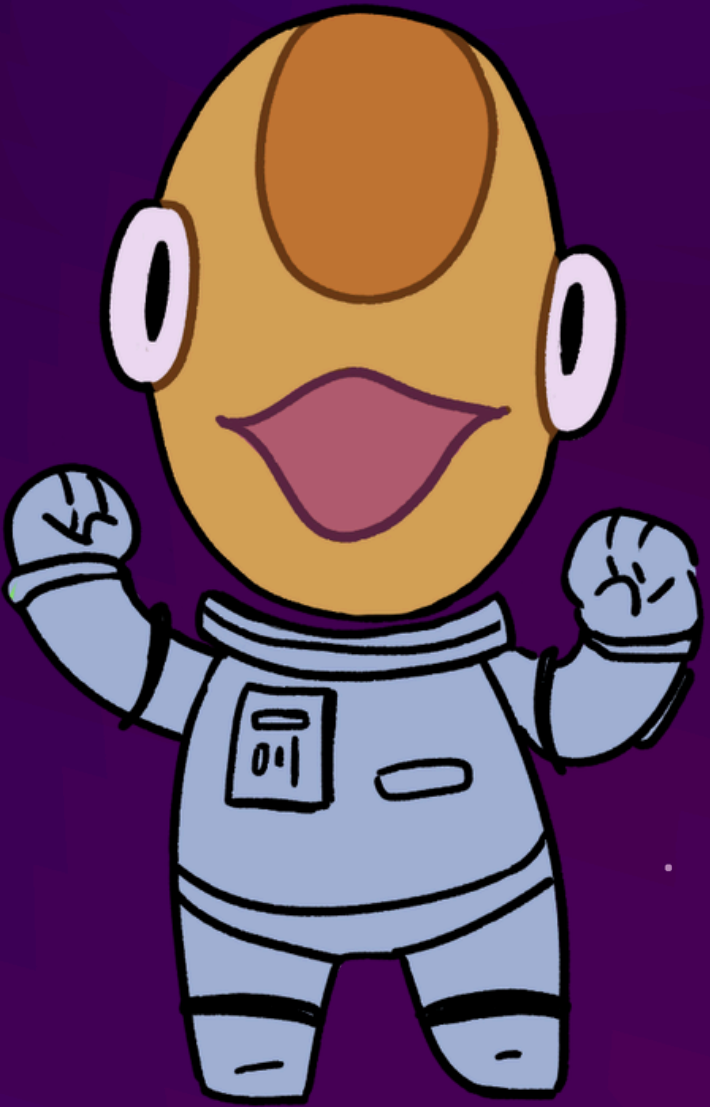


GERBERT GAMES



MEET THE TEAM

Concept Artist



Juno Matos-Redpath

- Concept Art
- UI

Tech Lead



Alex Collis

- Blueprint
- UI
- PCG
- VFX

Producer



Jack Slaski

- Blueprint
- UI
- PCG
- VFX

Character Artist

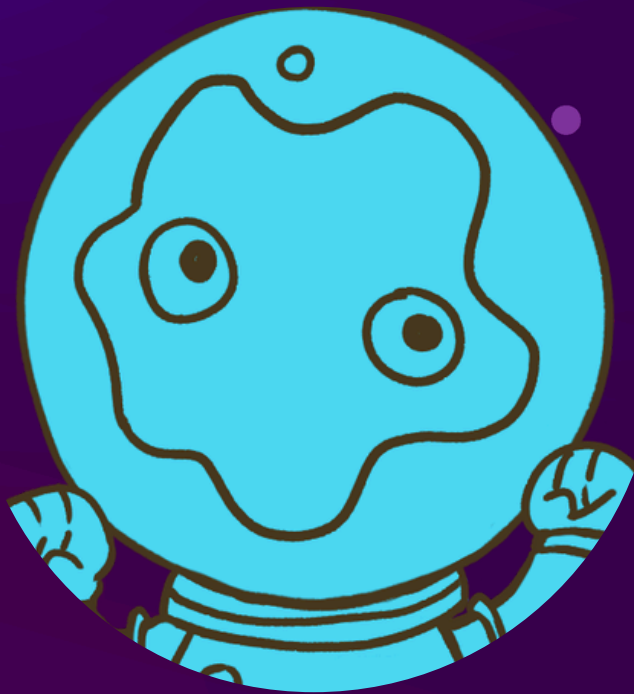


Milla Protic-Melling

- Character Art
- Creatures

MEET THE TEAM

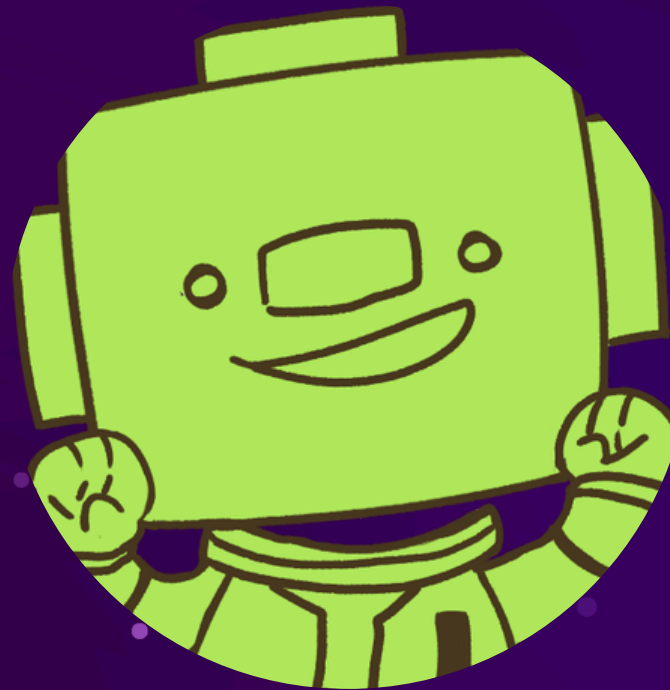
Environment Artist



Oliver Carter

- Environment
- Props
- Level Design
- Lighting

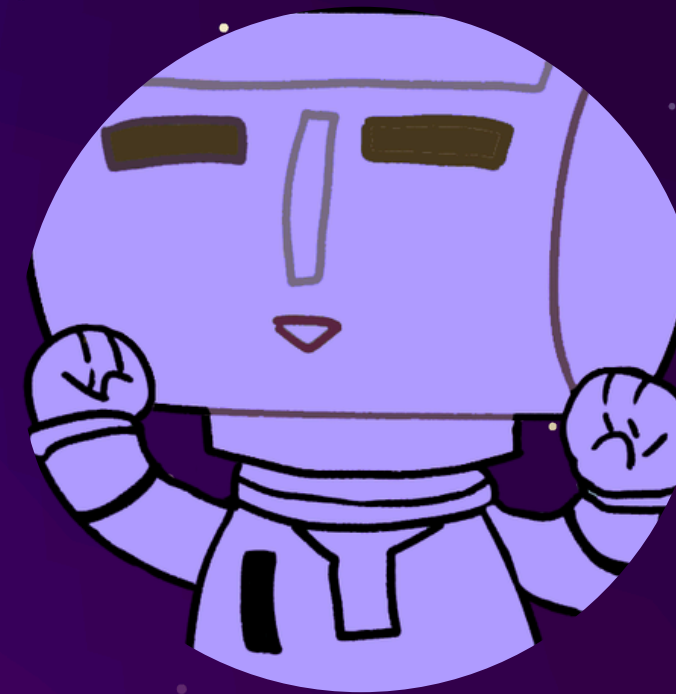
Prop Artist



Jaden Chhatralia

- Hard Surface
- Environment
- Props
- Lighting

Technical Designer



Efthymios Karastergios

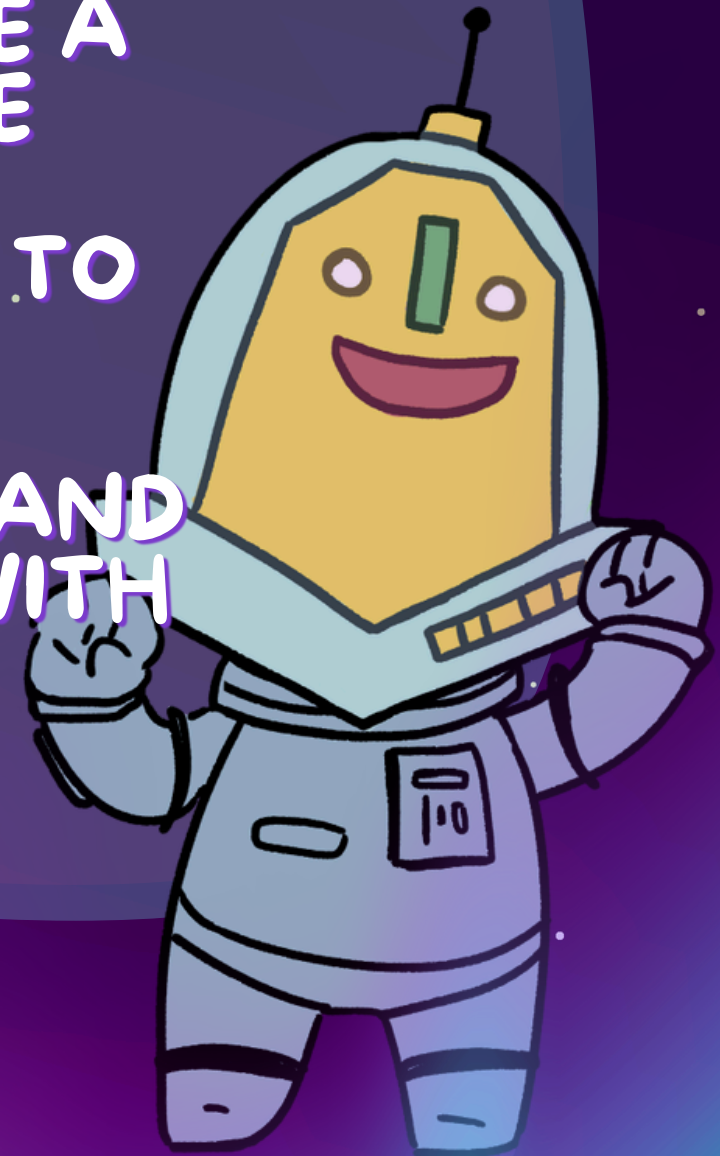
- Blueprint
- Audio
- Animation
- VFX

GAME DESCRIPTION

GERBERT GAMES IS A LOCAL MULTIPLAYER PARTY GAME BUILT AROUND FAST, CHAOTIC MATCHES BETWEEN 2-4 PLAYERS.

PLAYERS CONTROL SMALL ALIEN CONTESTANTS CALLED GERBERTS, COMPETING ON FLOATING TILE ARENAS ABOVE A BLACK HOLE. EACH MATCH USES SIMPLE RULES, BUT THE CHAOS COMES FROM PLAYER INTERACTION, TILE DESTRUCTION, REAL-LIFE GAME EVENTS, AND THE ABILITY TO DASH, GRAB, AND SABOTAGE OTHER PLAYERS.

THE GAME IS DESIGNED TO CREATE FUN, BOTH ON-SCREEN AND IN THE ROOM, MAKING IT IDEAL FOR COUCH CO-OP PLAY WITH FRIENDS.



GAME OVERVIEW

CORE CONCEPT:

PLAYERS COMPETE IN A SPACE GAMESHOW WHERE EVERY ARENA IS BUILT FROM A 15X15 GRID OF TILES. EACH GAME MODE CHANGES HOW THE TILES BEHAVE, CREATING DIFFERENT TYPES OF COMPETITION.

PLAYERS:

2-4 LOCAL PLAYERS USING CONTROLLERS.

GENRE:

LOCAL MULTIPLAYER PARTY GAME

GAME HOOK:

CUSTOMISE YOUR GERBERT, SABOTAGE YOUR FRIENDS, SURVIVE THE TILES, AND BECOME THE GALAXY'S MOST CHAOTIC GAMESHOW CHAMPION.

PLATFORM:

PC OR CONSOLE. DEVELOPED IN UNREAL ENGINE.

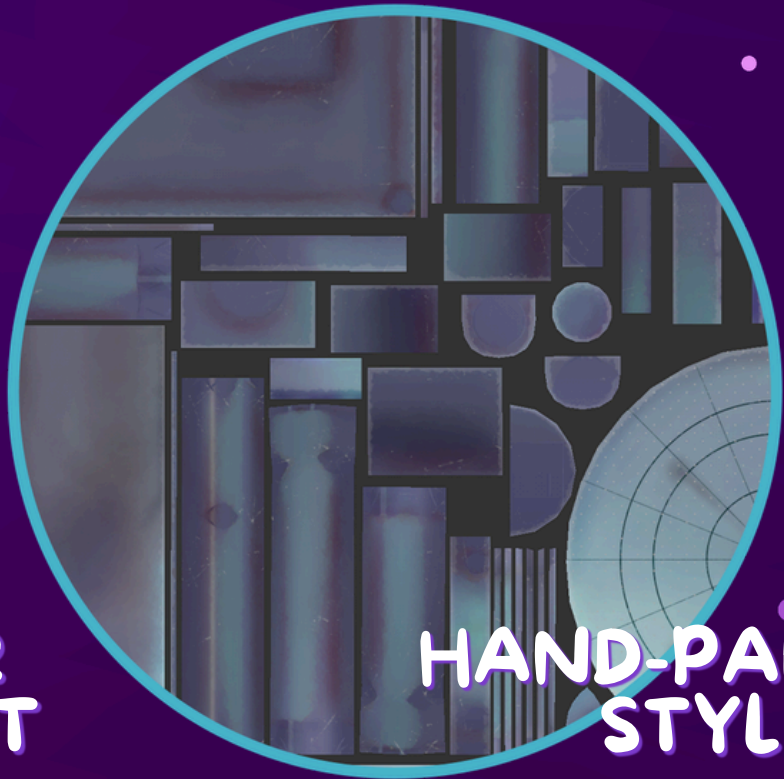
THEME:

CARTOON-INSPIRED SPACE ARENA WITH TOY-LIKE ALIENS COMPETING IN A FAMILY-FREINDLY TELEVISED GAMESHOW

ART STYLE



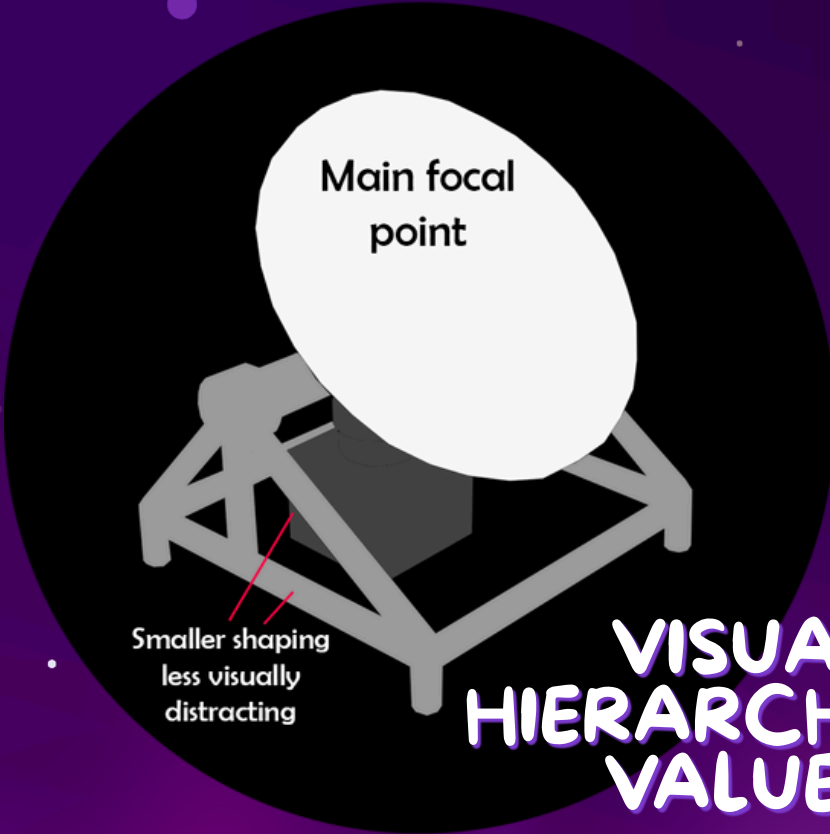
COLOUR GRADIENT



HAND-PAINTED STYLE

THE GAME'S ART STYLE IS IDENTIFIABLE BY ITS' USE OF ACCENTUATED COLOURS. IT USES BRIGHT AND VIBRANT PASTEL COLOURS, SO EACH ASSET IS EASILY READABLE ON THE SCREEN (ASSISTED BY THE USE OF GRADIENTS). THE TEXTURES REPLICATE A HANDPAINTED STYLE TO REFLECT THE PLAYFUL APPROACH THAT IS PROMINENT IN CARTOON VISUALS

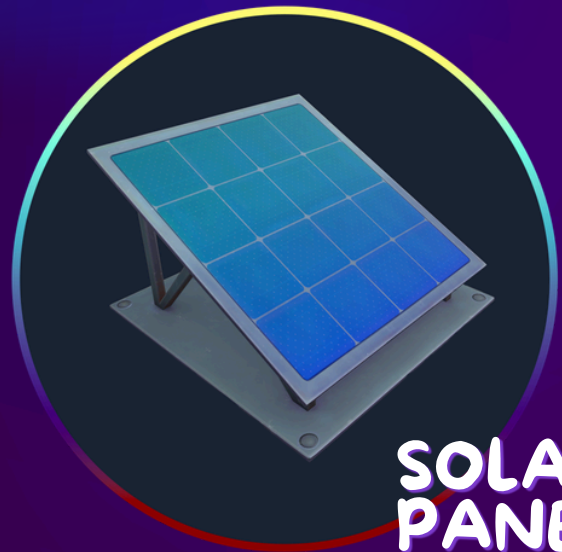
THE PLAYFUL AESTHETIC IS FURTHER REINFORCED BY THE ASSET'S SILHOUETTE. THE MOST READABLE FEATURES OF EACH DETAILED ASSET ARE EXAGGERATED AND DISPROPORTIONATE IN FORM, ESTABLISHING A MORE ACCESSIBLE APPROACH TO READABILITY FOR EVERYONE DURING GAMEPLAY



VISUAL HIERARCHY OF VALUES



ASSETS



SOLAR
PANEL



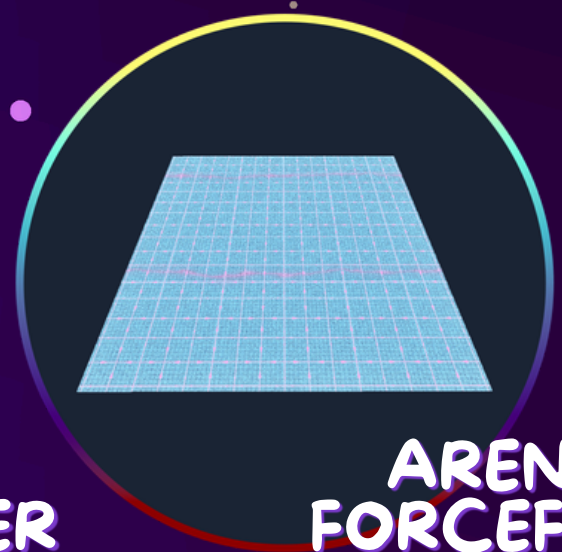
ANTENNA



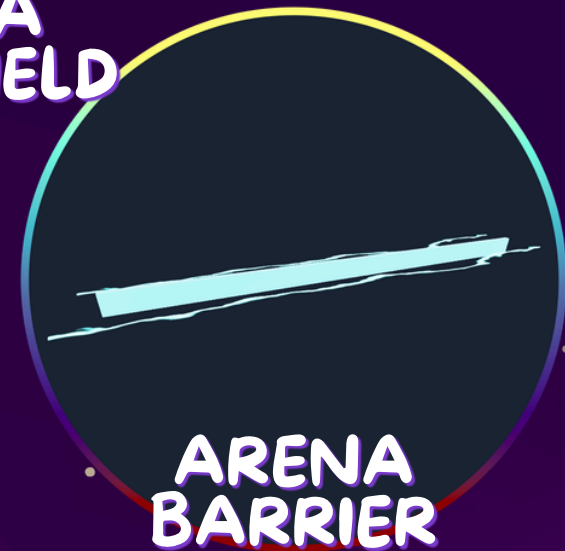
SPACE
PROBE



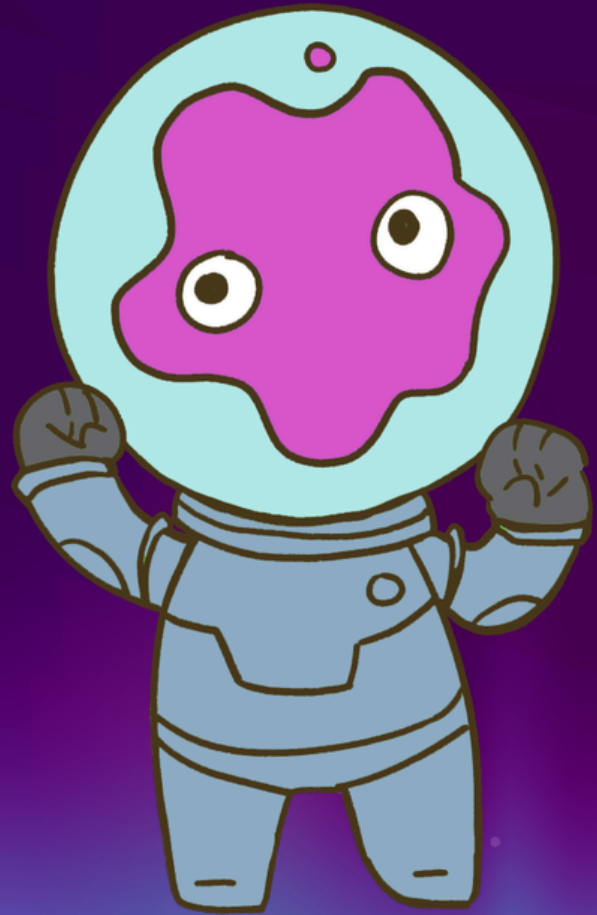
SPACE
THRUSTER



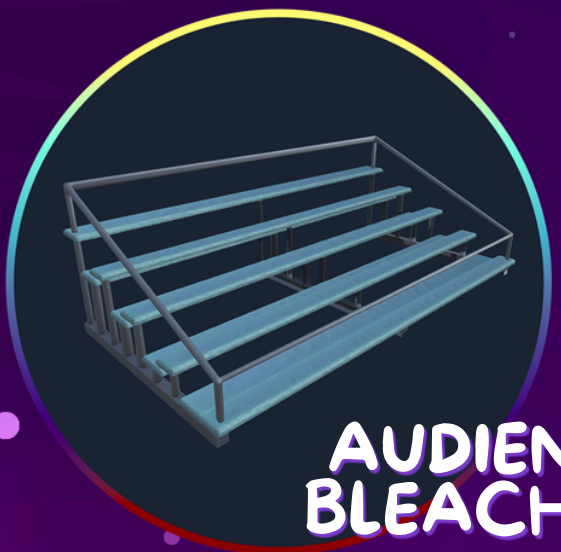
ARENA
FORCEFIELD



ARENA
BARRIER



FLOOR
TILE



AUDIENCE
BLEACHERS



MOON



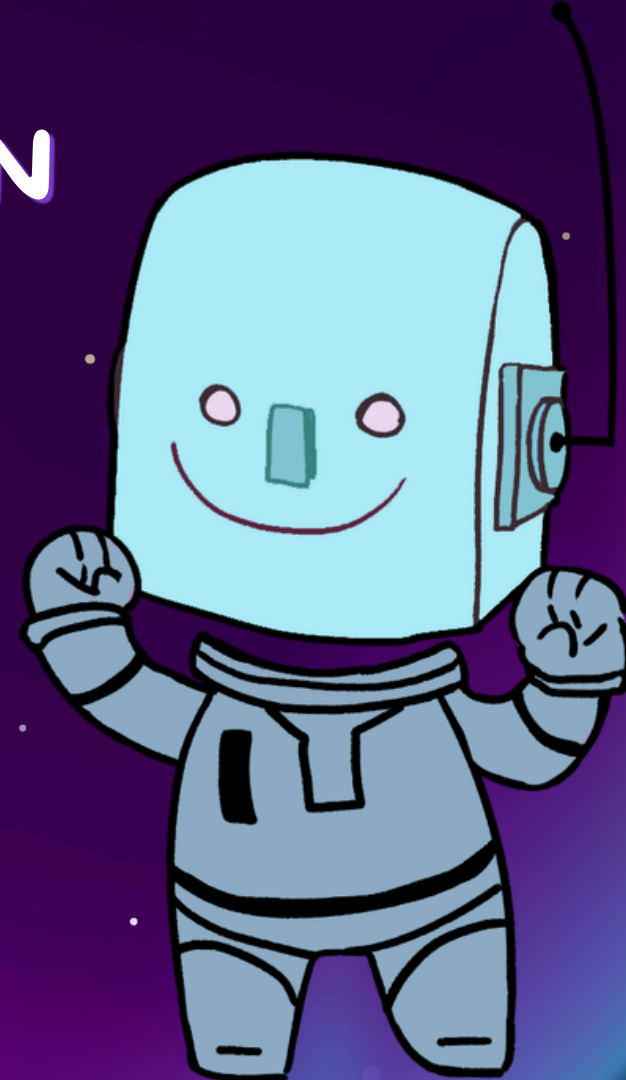
ASTEROID

CORE GAMEPLAY LOOP

MOVE AROUND
ARENA AND DASH,
GRAB, AND
SABOTAGE OTHER
PLAYERS.



TILES CHANGE OR
DISAPPEAR BASED ON
GAME MODE.



GAME EVENTS
ACTIVATE TO
CREATE MORE
CHAOS AND
GLOBAL HANDICAP

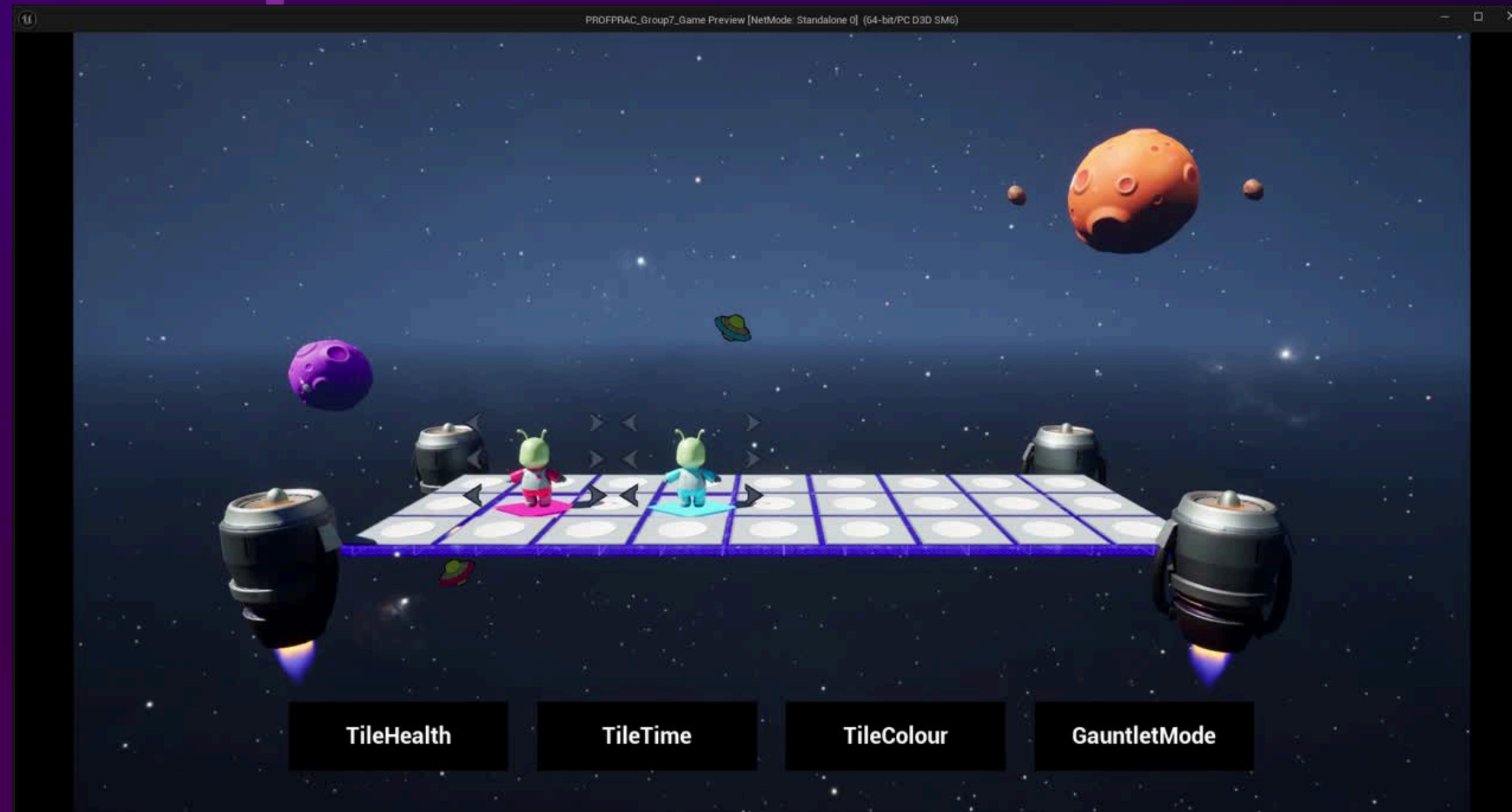


PLAYERS ADAPT TO
THE HANDICAP AND
ATTEMPT TO SURVIVE



MAIN MENU

GAMIFIED MAIN MENU



EACH PLAYER HAS A UFO CURSOR THAT CAN COLLIDE WITH EACH OTHER AS WELL AS CHANGED EACH OTHERS CHARACTER CUSTOMISATION. THE PLAYERS CAN VOTE ON A GAME MODE USING THIER CURSOR.

HEALTH TILES

IN HEALTH TILES, EACH TILE BEGINS WITH 5 HEALTH POINTS.

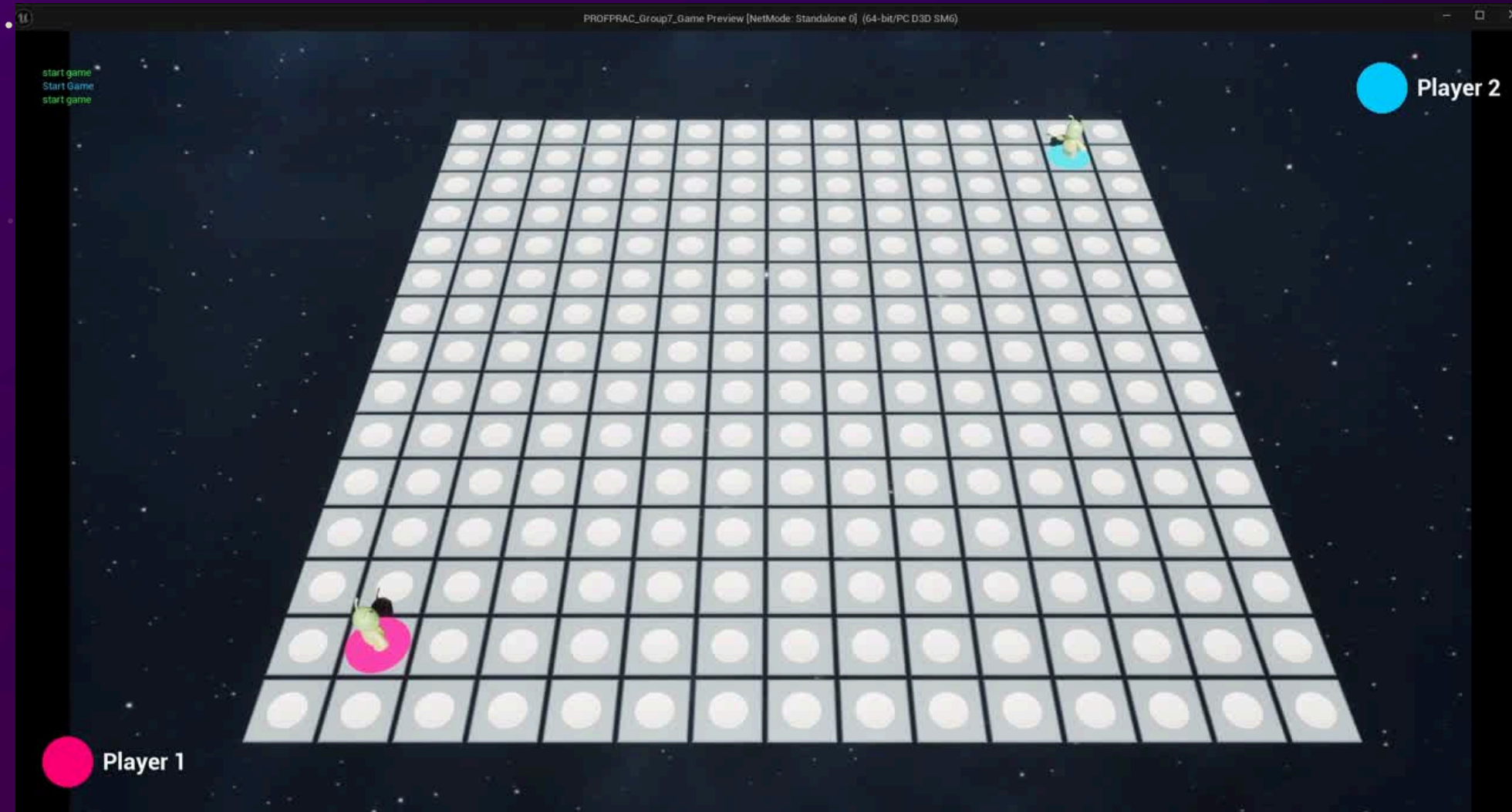


EVERY TIME A PLAYER RUNS OVER A TILE, IT LOSES 1 HEALTH POINT. THE TILE COLOUR CHANGES FROM WHITE TO RED AS IT BECOMES WEAKER. WHEN A TILE REACHES 0 HEALTH, IT DROPS AWAY FROM THE ARENA.

THE LAST PLAYER STANDING WINS.

TIME TILES

IN TIME TILES, STEPPING ON A TILE STARTS A COUNTDOWN.

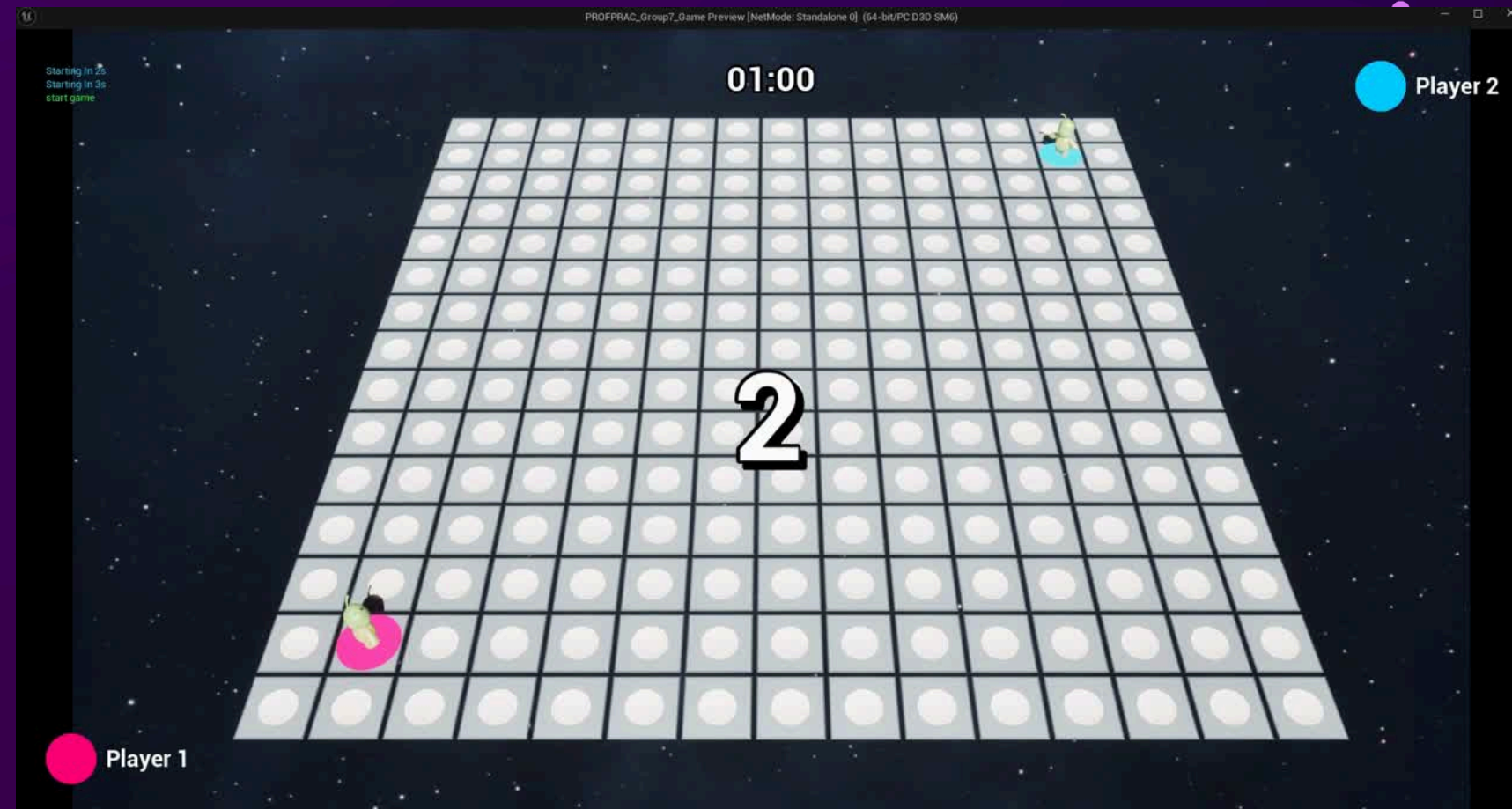


THE TILE SLOWLY CHANGES FROM WHITE TO RED OVER 3 SECONDS BEFORE DISAPPEARING. PLAYERS CAN STILL MOVE ACROSS THE TILE WHILE IT IS CHANGING, BUT THEY MUST ESCAPE BEFORE IT DROPS.

THE LAST PLAYER STANDING WINS.

COLOUR TILES

IN COLOUR TILES, EACH TILE CHANGES TO THE COLOUR OF THE PLAYER WHO STEPS ON IT.



THE GOAL IS TO CLAIM AS MANY TILES AS POSSIBLE BEFORE THE TIMER ENDS. PLAYERS CAN STEAL TILES FROM EACH OTHER BY RUNNING OVER THEM, MAKING THE MODE FOCUSED ON TERRITORY CONTROL RATHER THAN SURVIVAL.

THE PLAYER WITH THE MOST COLOURED TILES AT THE END WINS.

GAUNTLET

GAUNTLET MODE COMBINES ALL THREE TILE MODES INTO ONE LARGER COMPETITION.

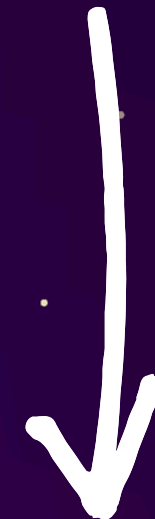
PLAYERS COMPETE IN THIS ORDER:

1. HEALTH TILES
2. TIME TILES
3. COLOUR TILES

AFTER EACH ROUND, PLAYERS EARN POINTS BASED ON PLACEMENT. IN A 4-PLAYER MATCH, 1ST GETS 4 POINTS, 2ND GETS 3, 3RD GETS 2, AND 4TH GETS 1.

THE PLAYER WITH THE MOST POINTS AT THE END WINS THE GAUNTLET.

HEALTH



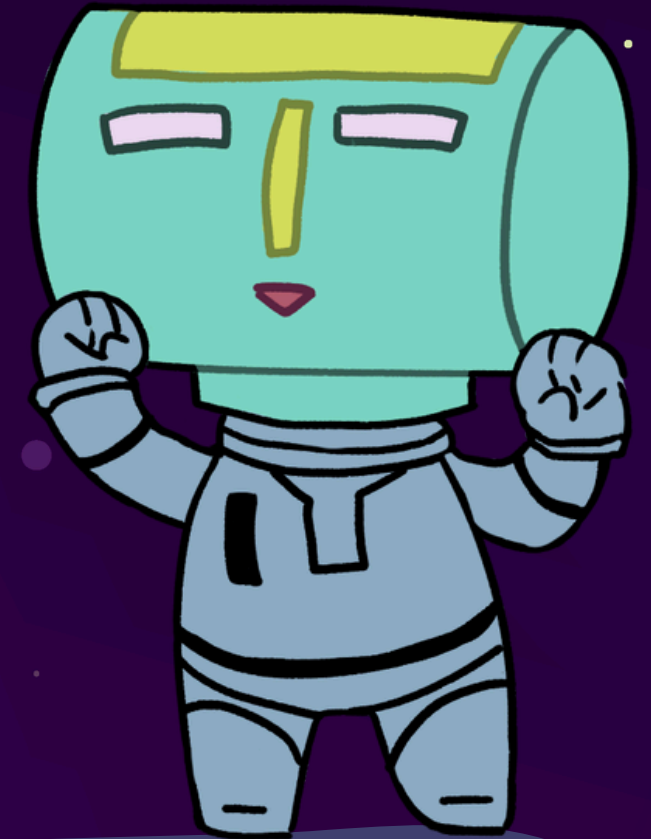
TIME



COLOUR

TARGET AUDIENCE

THE PRIMARY AUDIENCE FOR THIS GAME IS PLAYERS WHO ENJOY LOCAL MULTIPLAYER PARTY GAMES, COUCH CO-OP CHAOS, AND SHORT COMPETITIVE MATCHES WITH FRIENDS.



GERBERT GAMES IS EASY TO UNDERSTAND, QUICK TO PICK UP AND PLAY, AND DESIGNED TO CREATE FUNNY MOMENTS BETWEEN PLAYERS. THE GAME IS DESIGNED TO CREATE CHAOS AND BE UNPREDICTABLE, ALLOWING FOR FUN FOR ALL AGES, FRIEND GROUPS, FAMILIES, AND ANYONE ELSE WHO MIGHT BE A FAN OF CHAOTIC PARTY GAMES.

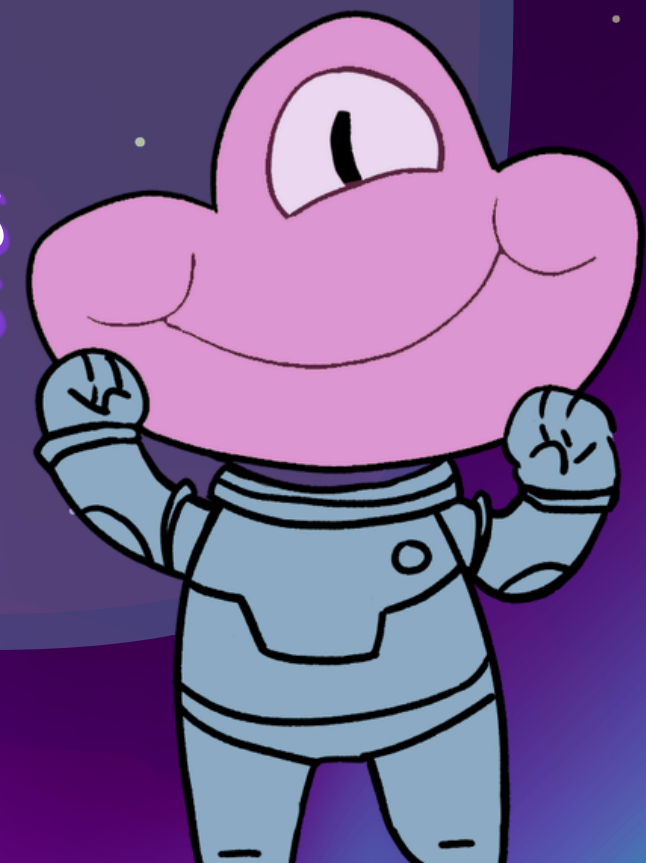
KEY FEATURES & USPS

PLAYABLE MAIN MENU

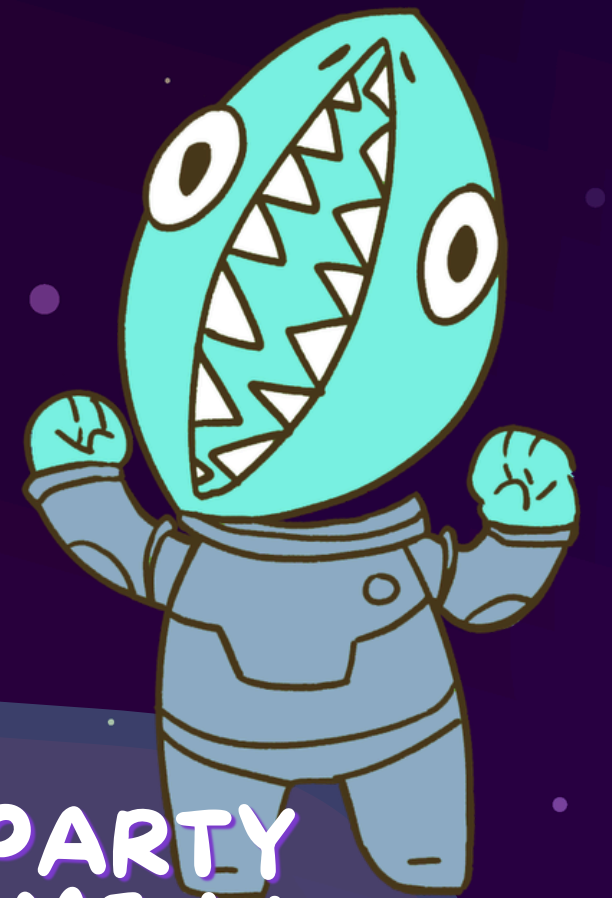
PLAYERS CONTROL SPACESHIP CURSORS, CUSTOMISE GERBERTS, VOTE FOR MODES, AND CRASH INTO EACH OTHER BEFORE THE MATCH EVEN STARTS.

REAL-LIFE GAME EVENTS

PLAYERS RECEIVE PHYSICAL INSTRUCTIONS, SUCH AS CLOSING THEIR EYES OR TURNING THEIR CONTROLLER UPSIDE DOWN, CREATING CHAOS IN THE ROOM AS WELL AS ON-SCREEN.



MARKETPLACE DIFFERENTIATION



GERBERT GAMES SITS WITHIN THE LOCAL MULTIPLAYER PARTY GAME MARKET, BUT IT STANDS OUT WITH ITS PLAYABLE MENU, REAL-LIFE GAME EVENTS, AND TILE-BASED DESIGN.

UNLIKE PARTY GAMES THAT RELY ONLY ON SEPARATE MINI-GAMES, GERBERT GAMES BUILDS VARIETY FROM ONE CORE ARENA SYSTEM. EACH MODE CHANGES HOW PLAYERS INTERACT WITH THE TILES, KEEPING THE SCOPE FOCUSED WHILE STILL OFFERING DIFFERENT STYLES OF PLAY.

THE GAME ALSO BEGINS THE CHAOS BEFORE THE MATCH STARTS, TURNING THE MENU INTO PART OF THE EXPERIENCE RATHER THAN JUST A SETUP SCREEN.

IP EXPANSION & COMMERCIAL POTENTIAL

FUTURE EXPANSION:

NEW GERBERT HEADS AND
GERBERT BODIES.
NEW ARENA THEMES.
NEW GAME MODES.
NEW GAME EVENTS AND
EVENT TYPES.
ALIEN GAMESHOW HOST.
SEASONAL OR THEMED
CONTENT.
ONLINE MULTIPLAYER.
POWERUPS.

COMMERCIAL POTENTIAL:

CHARACTER
MERCHANDISE
FIGURES WITH
SWAPPABLE HEADS.
STICKER PACKS.
ART BOOK.
COMICS OR SHORT
ANIMATED CONTENT.
PHYSICAL TOY GRID SET
BASED ON THE TILE
ARENA.

THANKS FOR LISTENING

GROUP 7 PITCH



BACKUP VIDEO LINKS

[HTTPS://YOUTU.BE/JJCKFUWF9XG](https://youtu.be/JJCKFUWF9XG)

[HTTPS://YOUTU.BE/SMVJZ4BJCAS](https://youtu.be/SMVJZ4BJCAS)

[HTTPS://YOUTU.BE/FVOTX4_AK9U](https://youtu.be/FVOTX4_AK9U)

[HTTPS://YOUTU.BE/VCZY7FTQ3AU](https://youtu.be/VCZY7FTQ3AU)