Pitch - Make your own video game

Pitch

In 200 words you now need to pitch your game to the developers. Concentrate on the game's appeal. What is its USP? In what ways will audiences respond to it? Could you liken to existing products or have you discovered a gap in the market? Justify your choices.

Storyboard

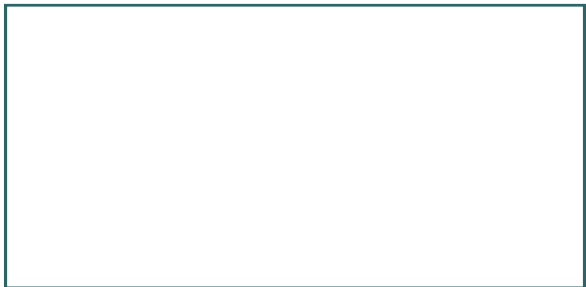Storyboard a cut scene for your game. Use a variety of shots and technical codes to communicate the narrative.

Project

Version   Date

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