

The Bear — Game Pitch

Action Adventure Platformer Game





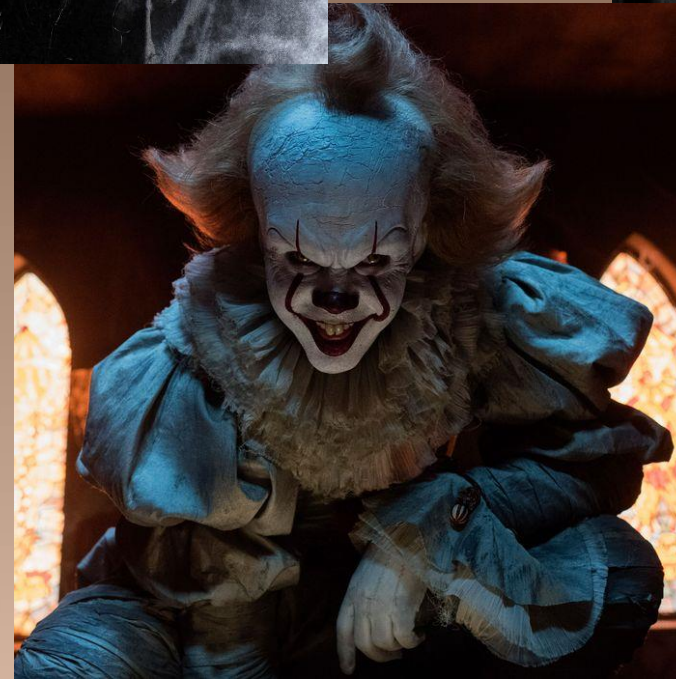
Initially Inspired by this
artwork created by Alx
Begemont



Equipped with a small wooden sword, The Bear defends a child from the nightmares that haunt their dreams with each level being themed to a different type of nightmare

Other themes could include

- Thunder & Lightning storms
- Dark rooms
- Snakes
- Peer pressure/being told you're not good enough
- Parents/family arguing
- Death



Skills and abilities include (but not limited to):

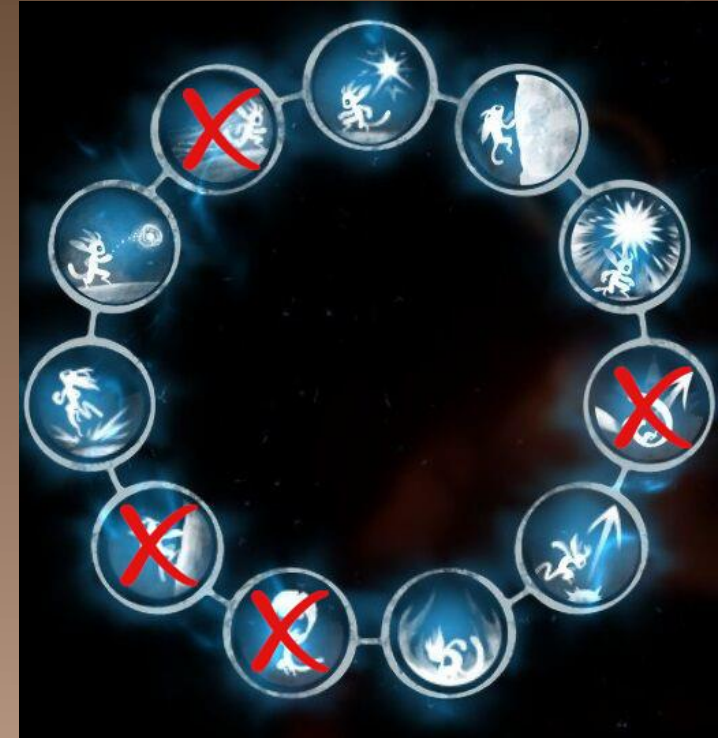
- Double jump: reach higher places or jump over enemies
- Shield: higher defense, takes less damage
- Wall climb: extra movement
- Throw sword: range attack
- Power strike: extra damage
- Flame sword: elemental damage
- Slide: to get under small passages
- Long Jump: to get over large gaps in the terrain

Not a complete list



- Unlike traditional games where, as the player progresses they gain new abilities to overcome challenges, this game will reverse that idea
- The player begins with all the abilities and after each level will choose which abilities to lose
- This loss of ability will represent the passing of courage to the child who will no longer be afraid of that theme in the level

Enemies the player faces will be re-skinned to match the theme of the level but will have the same attack methods. The removal of the player characters abilities is what increases difficulty in the game naturally through the players own choices



- The regression system leads to potential difficulties in balancing challenges within the game with the number of combinations required to surpass them
- Instead of creating single obstacles or challenges and trying to make sure all combinations of remaining abilities will work, the obstacles or challenges will instead dynamically change depending on which ones are available
- This also adds the benefit of ensuring that the challenges are always something the player may initially have difficulty overcoming or needs to think about how to get past, without being too easy with multiple ways of getting past



The entire game will not be procedurally generated. By doing so it would take away from the moments in the game when players realize that different play through's will have differences besides just skill removal. This would allow player experimentation of different combinations of skills to not only try different play methods but also experience differences in levels, increasing replayability



For example:

If the character has wall climb but
not power strike, spawn a climbable
log to get over



However, if they do have power strike, allow
the player to knock over the tree to walk
across



However, if neither of those abilities are available, but double jump is, don't spawn a log but create a trench in which the player has to double jump to get out of



Other level changes could include

- A thorn bush that can only be burned away by igniting their sword
 - If that isn't available, a breakable wall that a power strike could destroy
 - If that isn't available, a gate in which the player needs to throw their sword to hit a level which opens the door
- A slow hanging rock the player has to slide under
 - If slide isn't available, a moss covered wall to climb over
 - If climb isn't available have an overhand that can be reached with double jump



At the end of each level a boss battle will occur. The boss will be selected depending on the skills the player has available, with each boss having unique attack patterns and weaknesses

➤ This could also increase replayability

Boss battles will have a similar feel like in Cuphead with recognizable patterns that the player can learn and adapt to



This doesn't mean that there will be a different boss for each skills the player character has. There will be a limited number of bosses to select from as they will be designed with multiple different player character skills in mind

Video of the various types of boss fights in Cuphead:
https://www.youtube.com/watch?v=YiCO32eJQis&ab_channel=BossFightDatabase

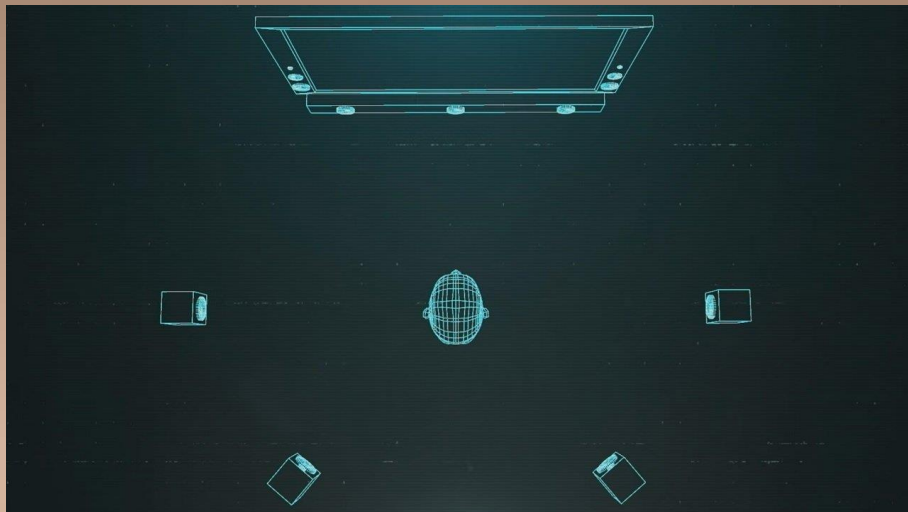
- Single Player with 12+ hours of gameplay
- Highly story and art driven with immersive audio
- Action-adventure platformer
- Targeting players aged 14 and above
- Targeting Nintendo Switch, Xbox Series X/S and PlayStation 5



- Similar game play to Ori and the Blind Forest / Will of the Wisps for controls, look and feel as well as Cuphead for boss battles
- Multiple different levels based around different nightmares
- Level creatures and boss will also reflect that theme
- Highly replayable: Discover hidden items, see what happens when different skills are active, see what different boss battles there are
 - Some items will only be accessible with particular skills therefore players will have to replay a level later with either another full play through or by a level selection once the game has been completed
- Player must explore each level to find and open the path way to where the boss is hidden



- Audio will help immerse the player into the game and nightmare
 - Sounds of insects moving behind the player
 - Thunder and lightning
 - Snakes hissing and moving around
 - Evil clowns laughing
 - Monsters howling and moving closer
 - People arguing in the background
 - Voices telling the child they aren't good enough
 - Thunder and lightning



Ori and the Blind Forest

- “Moon Studios CEO said that Ori and the Blind Forest earned enough money to pay for 4 years of development during one week after release”

source: <https://80.lv/articles/ori-and-the-blind-forest-is-profitable/>

- “‘Ori and the Blind Forest' Turned A Profit Within A Week”

source: <https://gamerant.com/ori-blind-forest-sales-profit/>

- Initially an Xbox exclusive (later released on Nintendo Switch and PC)

- Metacritic score: 88 <https://www.metacritic.com/game/xbox-one/ori-and-the-blind-forest>

- Developer: Moon Studios

- Genre: Action platformer, Single player

- Rated: E

- Release date: March 11, 2015



Ori and the Will of the Wisps

- Sold over 2 million copies within 3 months

Source: <https://gameranx.com/updates/id/202848/article/2-million-ori-wisps-sold-detailed-xbox/>

- Available at launch on Xbox GamePass, Nintendo Switch and PC
- Metacritic score: 90 <https://www.metacritic.com/game/xbox-one/ori-and-the-will-of-the-wisps>
- Developer: Moon Studios
- Genre: Action platformer, Single player
- Rated: E
- Release date: March 11, 2020



Cuphead

- Sold over 1 million copies within the first week of its release
- Sales increased to over 5 million copies by its second anniversary

Source: <https://en.wikipedia.org/wiki/Cuphead>

Initially launched on Xbox and PC and later on PS4 and Switch

- Metacritic score: 86 <https://www.metacritic.com/game/xbox-one/cuphead>
- Developer: Studio MDHR
- Genre: Action platformer, Single player
- Rated: E 10+
- Release date: September 29, 2017

