

Game Design Pitch Document

Please complete all four pages in full

TEAM NAME

Fuse Box (EA Bright Light)

TEAM MEMBERS Please list the names, ages and roles played by all three team members

1 Name

Rob O'Farrell

Date of Birth (DD/MM/YYYY)

xx/xx/xxxx (33)

Role(s)

Producer

Male/Female

Male

2 Name

Ross Burt

Date of Birth (DD/MM/YYYY)

xx/xx/xxxx (27)

Role(s)

Concept Artist

Male/Female

Male

3 Name

Neil Parkinson

Date of Birth (DD/MM/YYYY)

xx/xx/xxxx (30)

Role(s)

Senior Animator

Male/Female

Male

NAME OF THE GAME

Zubo

PLATFORMS On what systems will your game be played? Consoles? PC? Handheld?

Nintendo DS

MARKETING BLURB What's your one-sentence description of the game for the back of the box?

A comedy RPG (role-playing game) that introduces the characters that is so full of life, personality and humour, you can't help but laugh out loud when you are playing the game.

SCREENSHOT What will players see on the screen?

Provide a typical image of the game in play, with explanatory notes (use a separate sheet if necessary)



Please complete the following sections in no more than **100 words** per question.

GAMEPLAY What happens when you play it? What do you do, and why?

Collect and find your Zubos as you adventure through different lands.
Learn moves that you perform to the beat of the music.
With over 55 Zubos to collect you'll discover that each Zubo has a unique move.
Certain Zubo's will have the ability to Evo out to an enormous size which gives you a very powerful move in combat.
Battle against the Zombo's levelling up your Zubo's with each successful combat.
Use your Zubo to solve puzzles to unlock new Zubos.

CONTROLS What buttons or other controls are used to play your game?

This game will be driven by the stylus.

CHARACTERS Are there any characters in the game? If so, who are they?

Alex is our hero who finds himself sucked into the world of Zubalon.
The three main characters are Rising Dragon, Pinky and Robo.
The villain of the story is Big Head who is trying to take over all of Zubalon.
There are also 52 other Zubos to collect and over 50+ different Zombo's to fight.

Please complete the following sections in no more than **100 words** per question.

STORY Outline the plot, set-up or narrative progression of the game

The Big Head is trying to take over Zubalon and when Alex gets sucked into the world of Zubalon he decides to help the Zubo's save their planet. Alex and his group of Zubos take the tricky and dangerous path towards the "Core" where the Big Head commands his generals and the Zombos. Along the way Alex will befriend more Zubo's as they help him defeat the three different Generals, Ice, Techo and Sleep. The final battle will take place inside the Core and will take great skill from the player to defeat the Big Head and save Zublaon.

ENVIRONMENTS Where does the game take place? What does the world of this game look like?

The world of Zubalon is broken into different lands, such as Horror, Wild West, Pirates, Fairy Tale, Sci-Fi and Music and this is where Alex meets all the different Zubos.

UNIQUE SELLING POINTS In summary, what makes your game different from other games on the market?

This game is introducing new characters that everyone loves that brings laugh out loud gameplay in a very unique style of combat and music that has not been seen on the DS before.

Before you submit your entry, please ask a parent or guardian to complete the attached consent form.

PARENTAL CONSENT

If you are a parent/guardian of one of the three children entering this competition and you consent to the child entering, please include the following with their entry and add your signature, name, email address and telephone number. For full Terms and Conditions please visit www.bafta.org/ygd.

I consent to this child **[name]:** [redacted] entering this competition (BAFTA Young Game Designers) under the Terms and Conditions of BAFTA Young Game Designers.

Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

I consent to this child **[name]:** [redacted] entering this competition (BAFTA Young Game Designers) under the Terms and Conditions of BAFTA Young Game Designers.

Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

I consent to this child **[name]:** [redacted] entering this competition (BAFTA Young Game Designers) under the Terms and Conditions of BAFTA Young Game Designers.

Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

Unless otherwise stated, the contact details given for the first child above will be assumed to be the primary contact for correspondence.

Thank you for entering the BAFTA Young Game Designers competition. Please submit your completed form to ygd@bafta.org or **BAFTA, 195 Piccadilly, London W1J 9LN**. Your entry should be clearly marked '**BAFTA Young Game Designers**'.