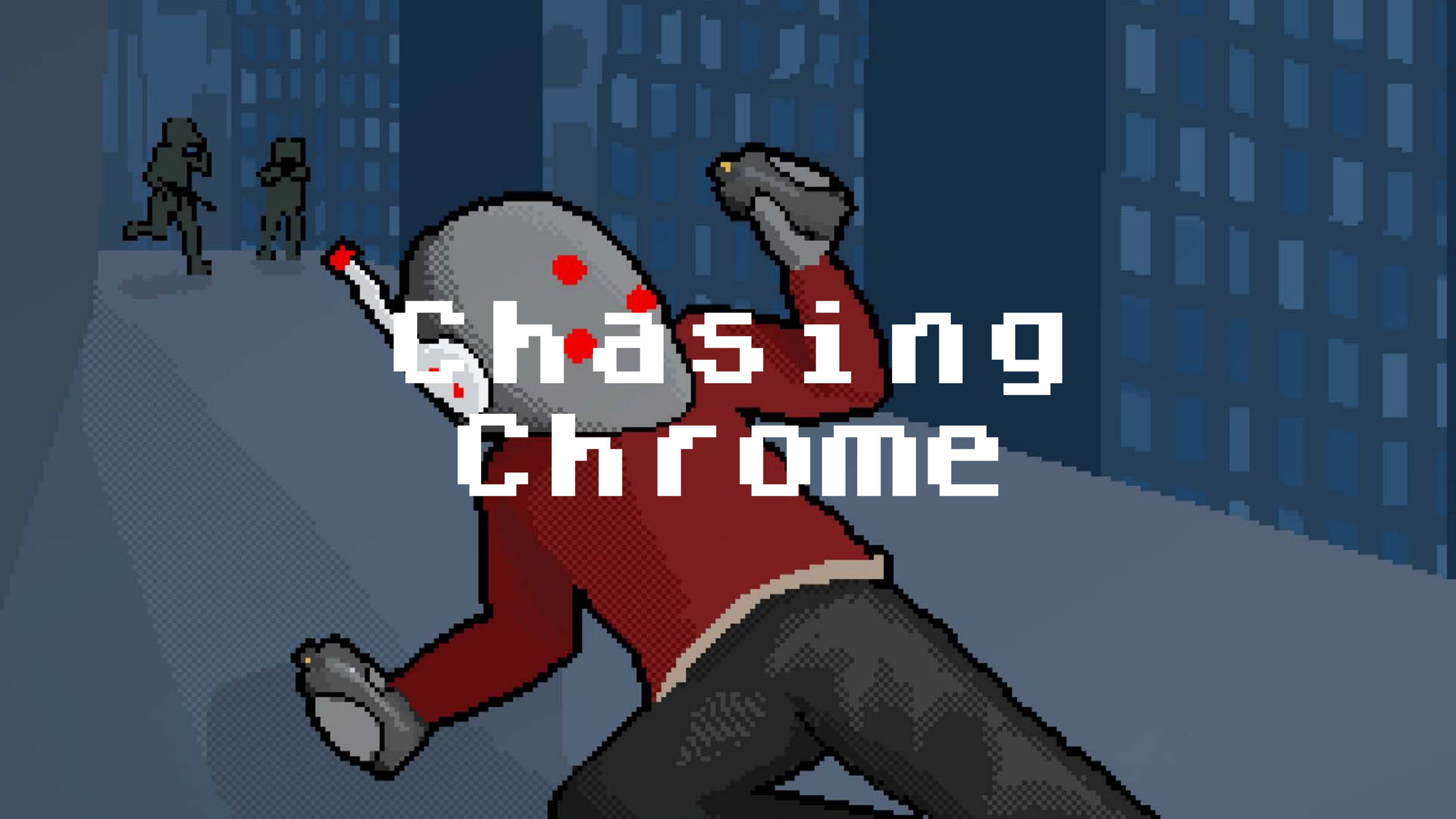

Chasing
Chrome

GAME DESCRIPTION

Genre:	2D Platformer
Target:	Platformers; Indie and Sci-fi lovers and Speedrunners
Platforms:	PC (Steam)
Settings:	Futuristic/Cyberpunk
Gameplay:	Fun but challenging platforming and combat

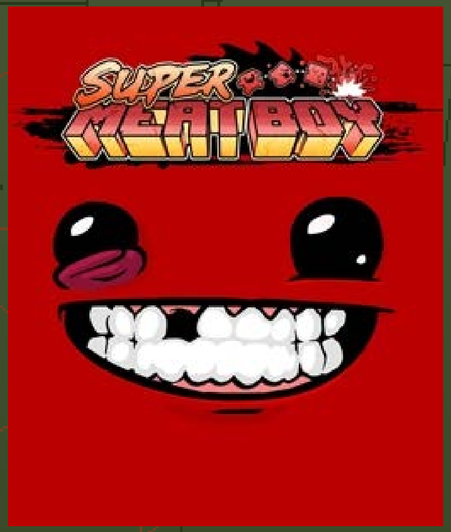
COMPETITORS



Dustforce
Platformer
2012



Pizza Tower
Platformer
2023

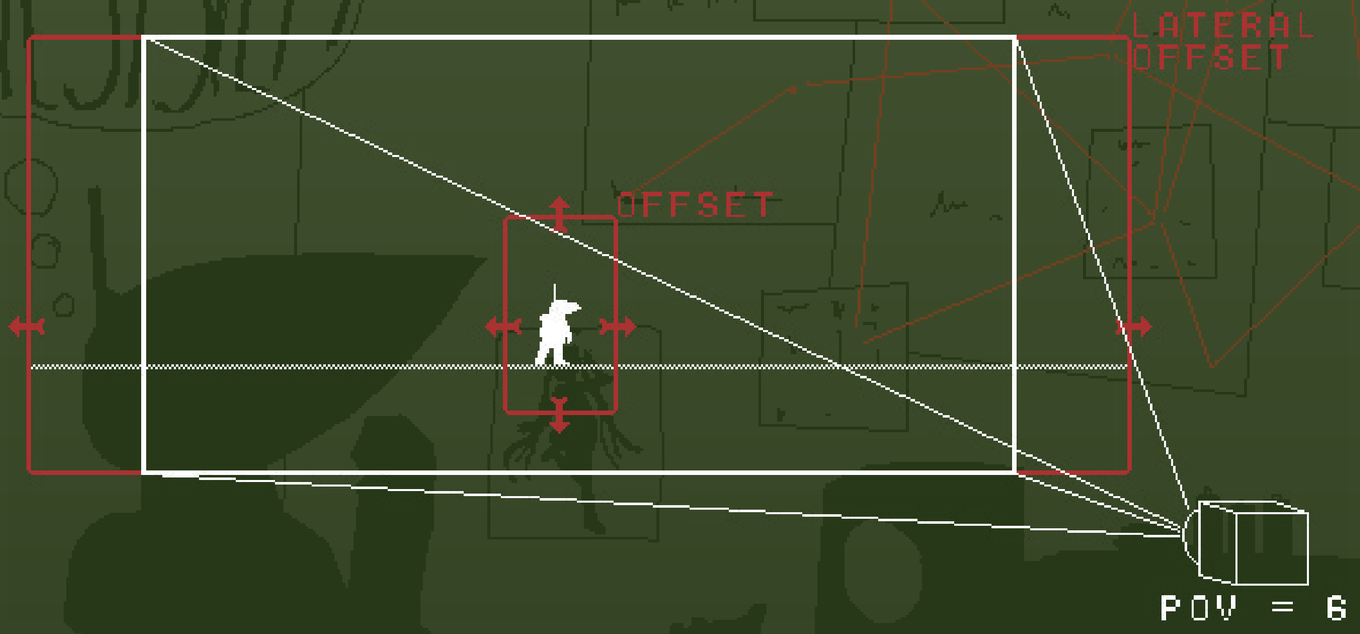


Super Meat Boy
Platformer
2010

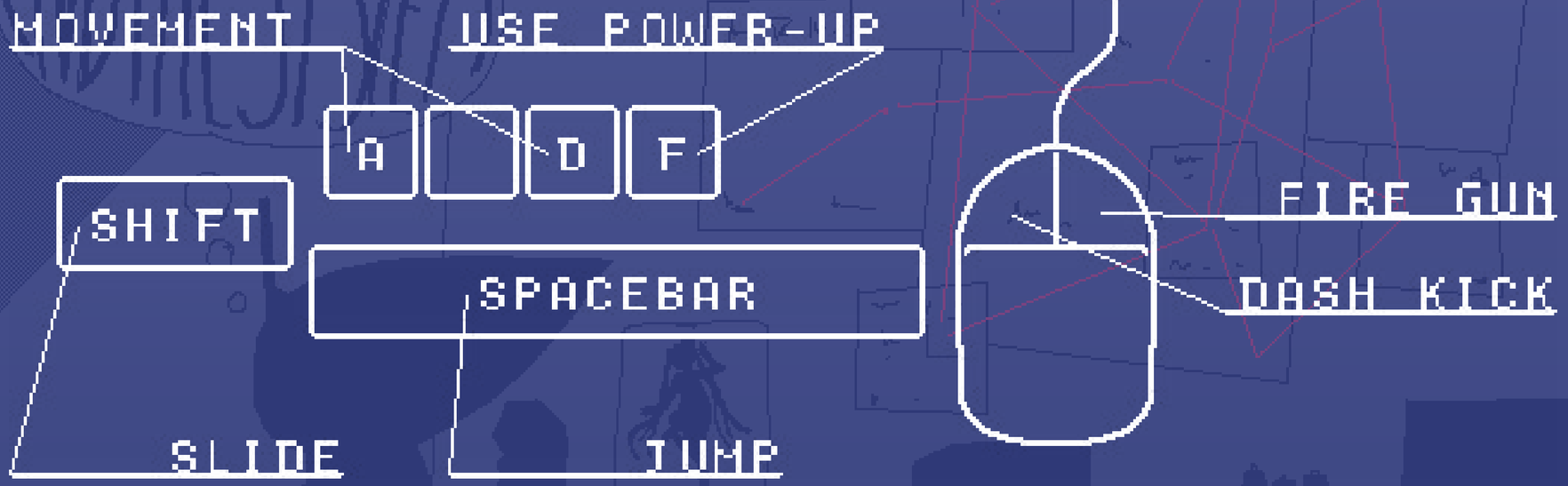
CAMERA

Type: 2D side camera

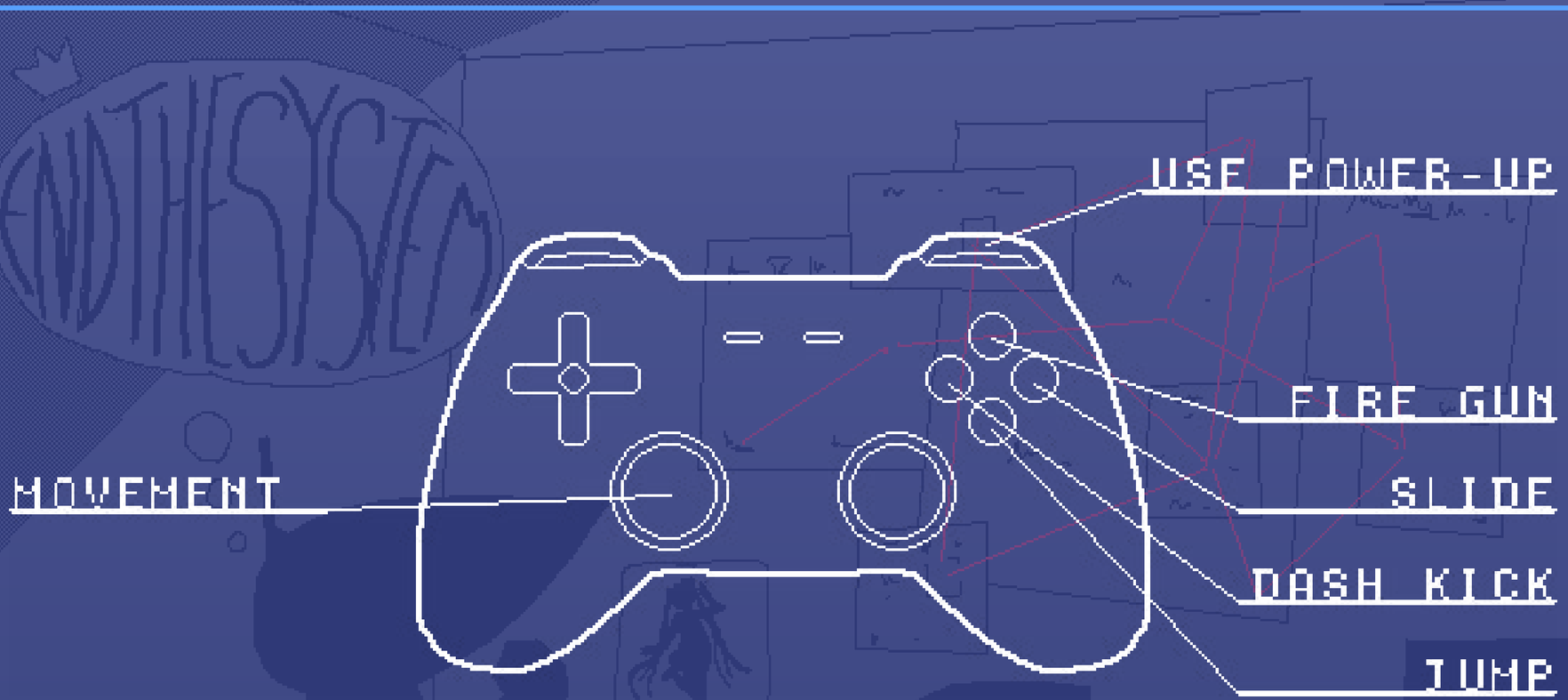
Movement: The camera will follow the movement of the character leaving some offset on screen



CONTROLS: KEYBOARD



CONTROLS: CONTROLLER



PROTAGONIST

Not a soldier
Fluid movement
Simple combat

Power-Ups:
Boost
Invisibility
Tackle



VISUAL STYLE

Stylized style

Cool color palette with contrasts







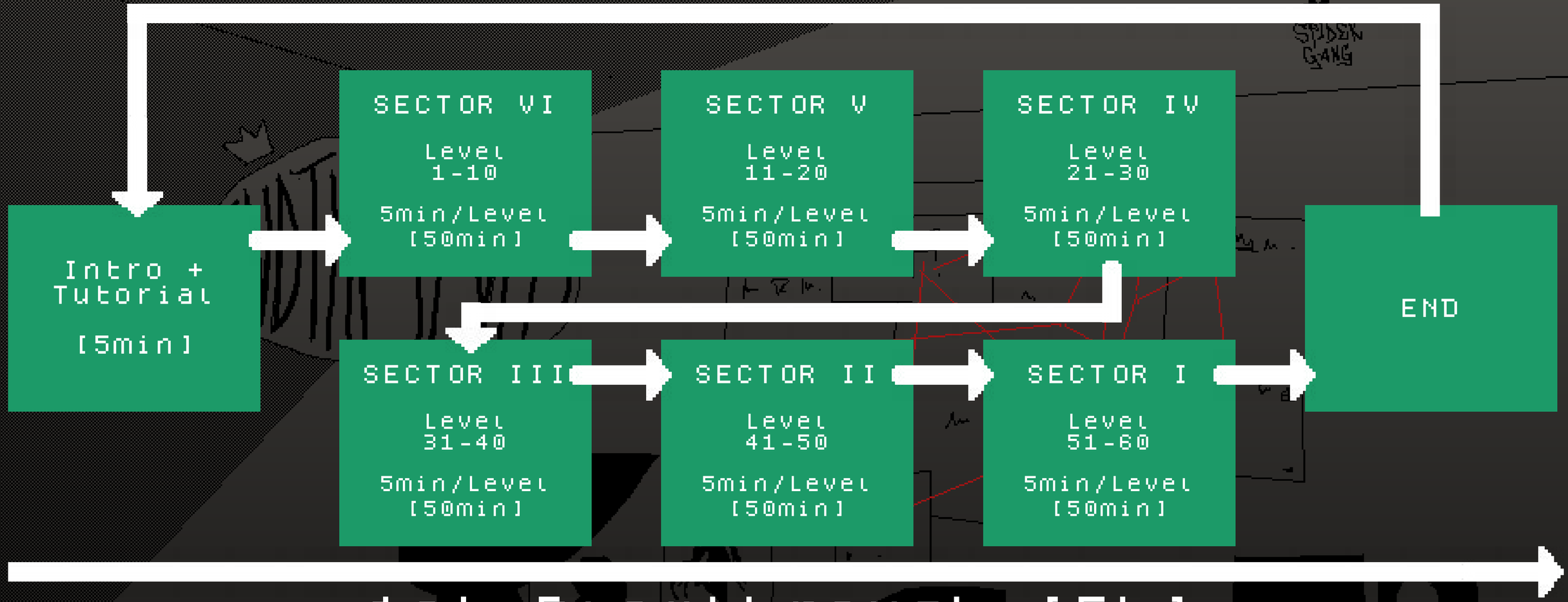






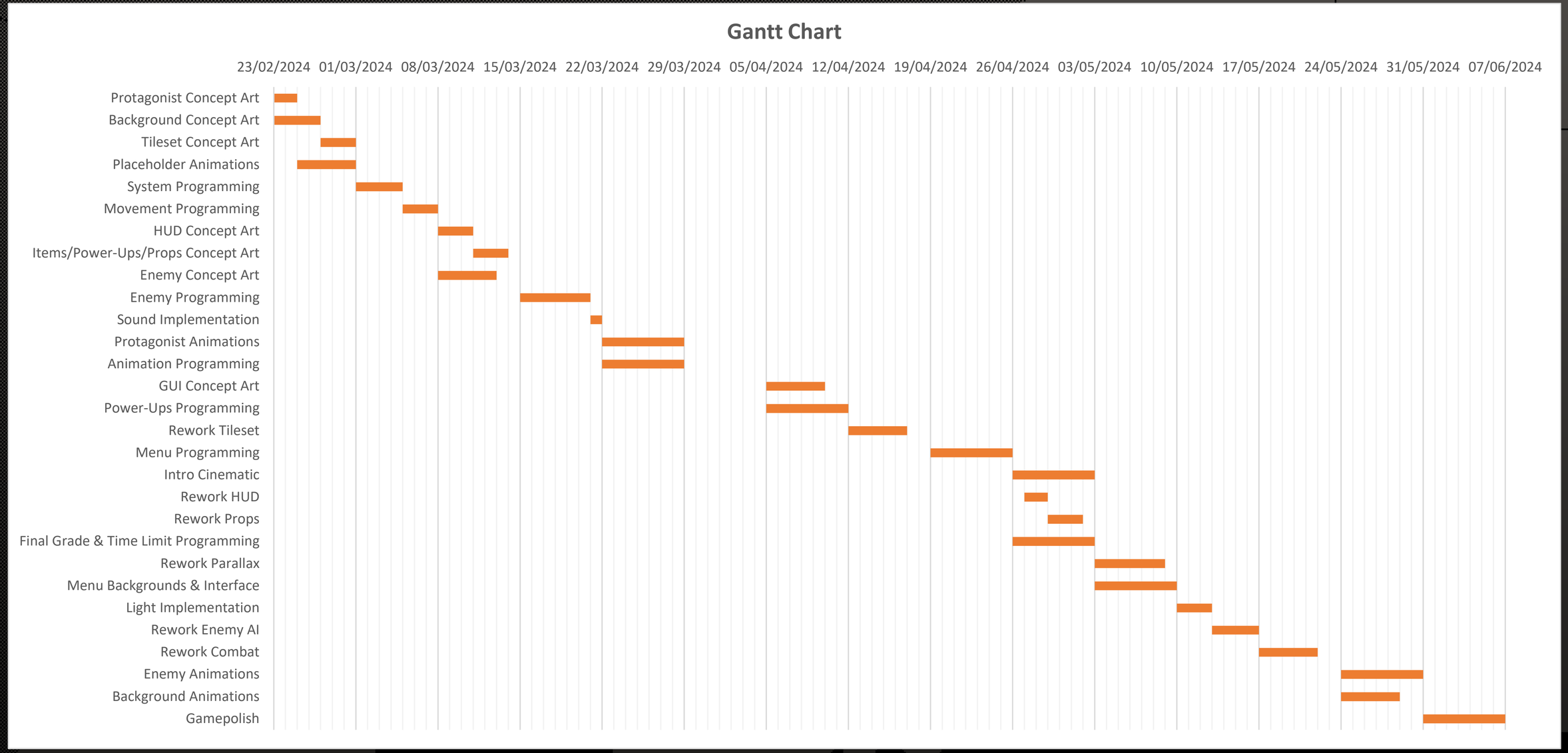
DURATION

S-Rank every Level [3-5h]



1st Playthrough [5h]
Completionist Playthrough [10h]

PRODUCTION PLAN



EXPENSES

EXPENSES					
MONTHS	March	April	May	June	TOTAL EXPENSE
Aseprite					20 €
Adobe License	55 €	55 €	55 €	55 €	220 €
Commissioned Music		50 €	50 €	50 €	150 €
Steam Publish				100 €	100 €
Hardware					4.000 €
Money Cushion					1.500 €
					5.990 €

TEAM

Adrián

Progammer/Game Designer



David

Animator/Game Designer



Carolina

Enviromental/ Prop Artist

