

JUST SHOOT

PITCH DECK ver 1.0

a **[ROBC]** production

PRODUCT DETAILS

Just Shoot is shooting game carnage with the added strategy elements of an RTS. Play missions to lay waste to hordes of alien enemies, power up weapons and collect resources in order to improve different aspects and abilities within the game.

But remember there is only really one objective. **Just Shoot!**

Planned Platforms



Release Date: August 2022

Price Point: \$5.99

£5.99

€5.99

TRAILER



GAMEPLAY



Fight your way through hordes of invading alien enemies in order to collect currency and gain weapon experience.

Further the Human Defending Army's progression in subduing the invading alien force.



Use your currency and experience to upgrade various different aspects of the game play in an RTS style upgrade tree.

- Improve your character stats and abilities
- Use weapon experience to improve individual weapon types.
- Upgrade buildings to improve building speeds, armor and defenses to ease the game play difficulty.



Replay missions in order to gather more experience and currency to fully develop your character into an effective alien killing machine.

Unlock new characters and weapons to use as your progress through the game and work your way towards facing the enemy generals in epic world deciding battles.

Gain achievements from maxing out different weapon and building types in order to really consider yourself the best grunt in the Human Defending Army.

FEATURES

9 DIFFERENT STARTING CHARACTERS



OVER 100 DIFFERENT WEAPONS

10 DIFFERENT BUILDINGS



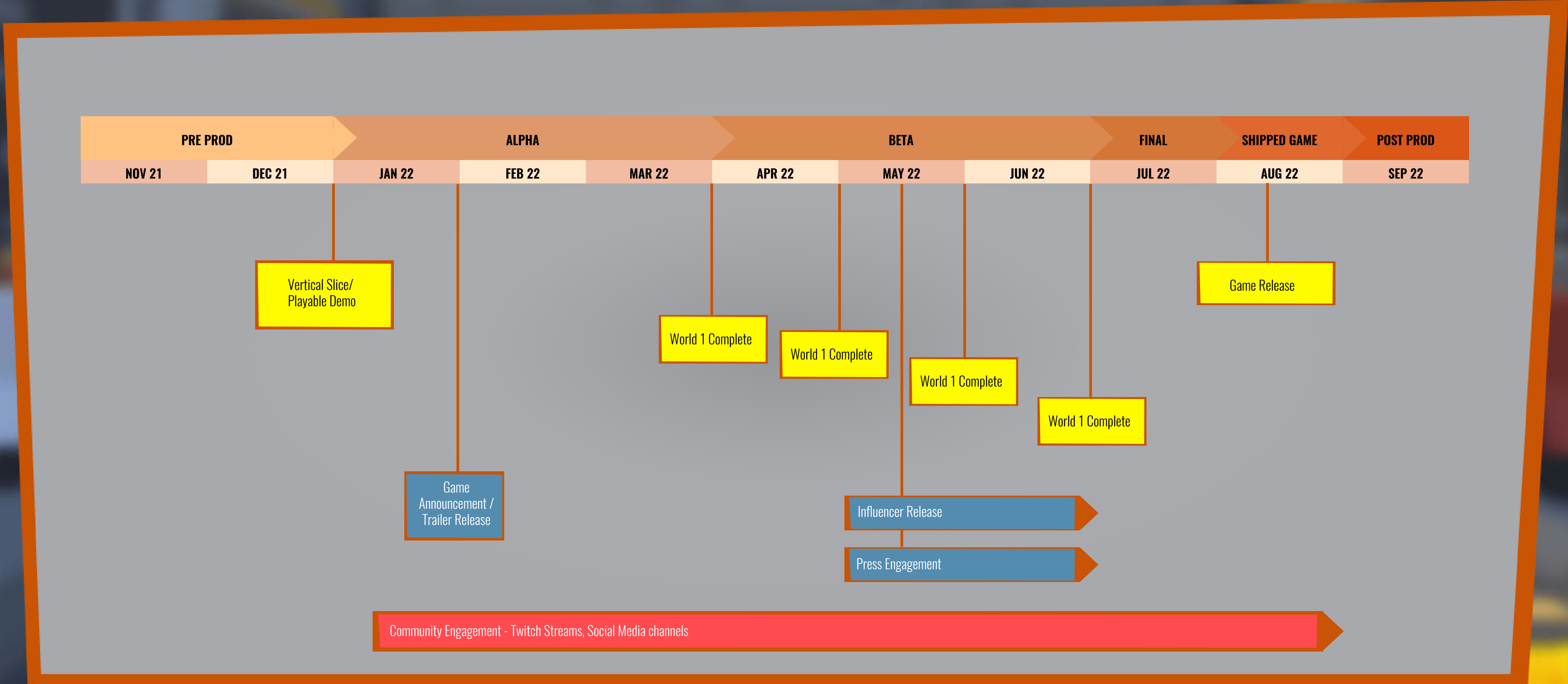
6 DIFFERENT MISSION TYPES

- BUILDING DEFEND
- OUTPOST ATTACK
- ESCORT THE SUPPLIES
- ALIEN SLAUGHTER
- RESCUE CIVILIANS
- JUST SHOOT +

4 WORLDS EACH WITH THEIR OWN ALIEN GENERAL AND EPIC WORLD BATTLE



ROADMAP



BUDGET

| Budget By Category | Projected |
|-----------------------------------|------------|
| Development Expenses | \$913.29 |
| Hardware/Software/licensing Costs | \$1,422.06 |
| Marketing/PR Costs | \$261.01 |
| Studio Overhead Costs | \$770.89 |

| | |
|-----------------------|------------|
| Total Projected Spend | \$3,366.25 |
| Contingency Fund | \$1000.00 |

| | |
|---------------------|-------------------|
| Total Budget | \$4,366.25 |
|---------------------|-------------------|

As there is no need to pay myself a salary for this game due to being able to support myself through my current career all costs are indicative of the production of the game. A \$1000 contingency budget has also been assigned in order to cover unknown or surprise costs.

Full specific budget planning can be viewed on request.

POTENTIAL INCOME

| | | | | |
|--------|----------------|--------------|--------------|---------------|
| \$5.99 | Break even | | | |
| | Target Price | \$ 5.99 | Break even @ | 1043 units |
| | Comparison | | | |
| | Actual Reviews | 100 | 200 | 1000 |
| | Sales | \$ 34,143.00 | \$ 68,286.00 | \$ 341,430.00 |
| \$7.99 | Break even | | | |
| | Target Price | \$ 7.99 | Break even @ | 782 units |
| | Comparison | | | |
| | Actual Reviews | 100 | 200 | 1000 |
| | Sales | \$ 45,543.00 | \$ 91,086.00 | \$ 455,430.00 |

TEAM



Early history

Rob C started his career in the games industry in 1996 when he became a member of the GOD Squad, the development based testing team for EA UK. He progressed his career moving into game design while working for Small Rockets before moving on to Team17 to develop Worms 4 Mayhem among other games.

Over the last 10 years he has been helping develop the next crop of game development talent as a lecturer for Wakefield College where he runs their FdA Indie Games course.

But now

He is getting back into the development scene by developing fun and engaging video games that allow you to explore accepted video game tropes in a new and different way.

WHAT WE NEED

In all honesty not much.

Daily feeding and watering. The odd pizza thrown our way as a treat.

Would not say no to V-Bucks.

But ultimately we think we have this covered so we just want to get on with it and get it done.

However...

If you like what you see and think you could help us take it to the next level then we would love to have a chat.

We really do want to see Just Shoot be the best it can be and under the current limitations we can only do some much with it.

But we know it could be a whole lot more with the love and support of people like yourselves.

So if that sounds attractive the next screen is for you.

CONTACT

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The Socials



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