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**Silver Screen Hero Proposal**

***Game Concept:***

In Silver Screen Hero, your goal is to become the greatest movie director of all time. Each movie you create is its own bite-sized RPG that you control. Make great movies to boost your director's abilities thus allowing you to create even better movies!

Features:

* Accessible to players of all skill levels – Casual players will enjoy playing through each movie scenario. Hardcore players will enjoy mastering each scenario in an attempt to create the best possible movies and gain the maximum amount of points.
* Variety – 4 different movie genres – horror, action/popcorn movie, space opera, and children's movie – each with their own gameplay features and art style provide far more variety than is found in the typical RPG.
* Fast pace – Quick combat and bite sized scenarios create a fun game that's perfect for a generation with short attention spans and for adults with a limited amount of time to spend on games.
* Designed for different playing styles – Whether the player plays RPGs primarily for their story, their gameplay, or to express their creativity, there's something for everyone to enjoy here.
* Easy to learn – New gameplay elements are introduced gradually as new movie scenarios become accessible.
* Retro presentation – With visuals reminiscent of the best 8-bit and 16-bit RPGs, Silver Screen Hero's retro aesthetics will touch the player's sense of nostalgia, while simultaneously keeping development costs low.
* Branching Storylines – Branching storylines with meaningful choices that drastically alter the course of the plot and gameplay are possible thanks to Silver Screen Hero's emphasis on small, self-contained scenarios.
* Actor System – Use different actors and actresses to give your movie heroes bonus stats and extra abilities.
* Constant Progression – Not only is the player constantly rewarded with new items, LVs, and abilities within the movie scenarios, but by creating good movies, they can improve their director's capabilities thus unlocking new scenarios, more powerful director abilities, bigger budgets, and new cast and staff members. Players will find it difficult to put the game down as they wish to see what they'll unlock next.
* High Replay Value – With multiple difficulty levels and alternate story paths in each movie scenario, the player is encouraged to replay scenarios to increase their score and discover new secrets.
* Powerful RPG Engine – By utilizing an enhanced version of the RPG engine used in Zeboyd Games' previous RPGs, development time is cut drastically.
* Modular Design – Due to the game's format as a collection of self-contained RPGs within the metagame of becoming a better director, DLC and expansion packs will be very easy to integrate into the game.

***Gameplay Design:***

At the start of the game, the player only has access to one movie script, the action movie script. By creating movies and achieving high scores – i.e. playing the RPGs associated with each script and succeeding at them – they will cause their director to LV-Up, thus unlocking the movie scripts for the other genres, as well as new abilities and capabilities.

In each movie scenario, the player will control their actors (i.e. the typical RPG heroes) and their own director. The director can change the flow of the movie at set points (increasing or decreasing the difficulty, changing the plot, etc.) and assist the actors with his special director techniques like Deus Ex Machina, Stunt Double, and Bullet Time. These special abilities cost money (i.e. the movie's budget).

Each movie script is designed as a parody of a certain movie style.

Action/Popcorn Movie – Movies like Die Hard, Transporter, or anything by Michael Bay.

Horror Movie – Movies like Dawn of the Dead, Friday the 13th, and Halloween.

Space Opera – Movies like Star Trek and Star Wars.

Children's Movie – Movies like those from Disney and Don Bluth.

Although each movie script will be based on a traditional console RPG formula akin to games like Dragon Quest and Final Fantasy, each genre will have its own unique elements.

Action/Popcorn Movie – At the beginning of each battle, the player will choose a cheesy catchphrase. Depending on the catchphrase chosen, different benefits will be bestowed.

Horror Movie – By allowing heroes to die at key moments and in gruesome ways, massive point bonuses can be acquired. Also, this is the only genre that features weapons with limited ammo.

Space Opera – This genre features ship-to-ship combat, in addition to the standard party-based RPG combat. The hero (a captain of a spaceship) can also attempt to woo various alien women in a manner similar to a Japanese dating sim, which when successfully wooed, can be used in battle.

Children's Movie – This script features two young kids who have been summoned to a strange candy-based world. By keeping the blood sugar levels of the heroes up, great power is gained, however the player has to be careful that they don't put their characters in a sugar coma. Keeping the movies' rating under control will be crucial to getting a good score in this genre – make it too edgy and the movie will bomb (nobody wants to see an R rated children's film), but not edgy enough and people will think it's only for babies.

The player will have to play through each script many times to get the highest scores and complete the game, but due to the multitude of choices present in each script, each playthrough will be new and exciting. A single script might have five to six hours of unique content in it, but in a single playthrough, the player might only see a small fraction of that due to the choices they make.

When the player is not creating movies, they can have fun in the director mode of the game. In this mode, the player can view their stats and accomplishments and watch short Flash-style movies that have been created from their RPG adventures. They can also express their creativity by customizing the look of their studio, designing movie posters, and applying various post-production effects to their movies like sepia-tone and film grain and audio effects.

The player wins the game by exceeding a score threshold for each of the four movie scripts and by reaching a certain LV of experience with their director. However, they can continue to play the game afterwards, as they attempt to improve their scores, gain new abilities, and fully master each scenario.

***Team make up for the development of the game:***

Robert Boyd - Project Lead, Designer, Story Writer, and Programmer. Past games include Cthulhu Saves the World and Breath of Death VII: The Beginning, as well as the interactive fiction games, Molly the Were-Zompire and Epiphany in Spaaace!

William Stiernberg – Graphics, Animation, and Level Designer. Past games include Cthulhu Saves the World and Breath of Death VII: The Beginning.

Music and sound effects will be licensed from independent composers.

The game will be localized into Spanish, French, Italian, German, and Japanese by independent translators.

***Expected Schedule:***

Development time for Silver Screen Hero will be approximately one year from start to release. This includes approximately one month of pre-production, one month of developing the user interface and related art assets, one month of developing XBox Live Arcade (XBLA) features, six months for the creation of the various RPG scenarios, and three months of final quality assurance before release.

***Detailed Execution Plan:***

Design/Story/Programming Schedule:

Week 1 – Design director's LV-Up progression and abilities. Design actor/actress/staff characters, stats, and abilities.

Week 2 – Write outlines of major plot and gameplay points for each movie script, along with alternate plot paths.

Week 3 – Create a gameplay outline (stats, abilities, equipment) for each playable character in the various movie scenarios.

Week 4 – Plan out and program the user interface that will be used in the director phase of the game.

Week 5 – Program the new features that will be needed for the movie scenario portions of the game.

Week 6 – Program the director progression & abilities into the game.

Week 7 – Program the actor/actress/staff with their stats and abilities into the game.

Week 8-9 – Horror Movie: Write the scripts & dialogue and detail the plot branches.

Week 10 – Horror Movie: Design the specifics of the playable characters.

Week 11 – Horror Movie: Program the playable character details.

Week 12 – Horror Movie: Design and program the enemy details.

Week 13 – Horror Movie: Program the levels and events.

Week 14 – Horror Movie: Test & adjust for gameplay balance.

Week 15-16 – Action Movie: Write the scripts & dialogue and detail the plot branches.

Week 17 – Action Movie: Design the specifics of the playable characters.

Week 18 – Action Movie: Program the playable character details.

Week 19 – Action Movie: Design and program the enemy details.

Week 20 – Action Movie: Program the levels and events.

Week 21 – Action Movie: Test & adjust for gameplay balance.

Week 22-23 – Children's Movie: Write the scripts & dialogue and detail the plot branches.

Week 24 – Children's Movie: Design the specifics of the playable characters.

Week 25 – Children's Movie: Program the playable character details.

Week 26 – Children's Movie: Design and program the enemy details.

Week 27 – Children's Movie: Program the levels and events.

Week 28 – Children's Movie: Test & adjust for gameplay balance.

Week 29-30 – Space Opera: Write the scripts & dialogue and detail the plot branches.

Week 31 – Space Opera: Design the specifics of the playable characters.

Week 32 – Space Opera: Program the playable character details.

Week 33 – Space Opera: Design and program the enemy details.

Week 34 – Space Opera: Program the levels and events.

Week 35 – Space Opera: Test & adjust for gameplay balance.

Week 36-39 – Add XBox Live Arcade features (leaderboards, achievements, demo, etc.).

Week 40-41 – Add additional foreign language code & text.

Weeks 42-51 – Final QA – Play through the game repeatedly in search of bugs & balance issues. Give a small group of people a chance to play the game. Listen to feedback and make appropriate adjustments. Ensure that the game meets official XBLA certification requirements.

Graphics/Level Design Schedule:

Week 1 – Draw box art and title screen.

Week 2-3 - Draw director & character sprites & faces.

Week 4 – Draw & design director's studio.

Week 5-6 – Draw user interface elements. Draw posters for the different movie scenarios.

Week 7-11 – Horror Movie: Draw and design maps.

Week 12 – Horror Movie: Draw character sprites and faces.

Week 13 – Horror Movie: Draw enemies and battle backgrounds.

Week 14-18 – Action Movie: Draw and design maps.

Week 19 – Action Movie: Draw character sprites and faces.

Week 20 – Action Movie: Draw enemies and battle backgrounds.

Week 21-25 – Children's Movie: Draw and design maps.

Week 26 – Children's Movie: Draw character sprites and faces.

Week 27 – Children's Movie: Draw enemies and battle backgrounds.

Week 28-32 – Space Opera: Draw and design maps.

Week 33 – Space Opera: Draw character sprites and faces.

Week 34 – Space Opera: Draw enemies and battle backgrounds.

Week 35– Create a trailer for the game.

Week 36-39 – Polish up the in-game graphics and add effects.

Week 40-47 – Create Flash-style movies that players can watch for their completed movies, along with trailers that are shown before starting a new movie.

Week 48-50 – Create additional graphics for players to use in customizing their studio and movie posters.

Week 51 – Create an official launch trailer for the game for use in marketing.

***Budget:***

Salaries – $96,000 ($4,000/month per person)

Localization - $30,000 ($6,000/language)

Marketing - $15,000

XBox 360 Developer Kit - $10,000

Music/Sound Effect Licensing - $10,000

ESRB rating - $800

Total - $161,800

Sales Plan:

Once the game is finished, we will sell the game on XBox Live Arcade (XBLA) for $10. Based on the performance of previous RPGs on the service such as Penny Arcade Adventures, Vandal Hearts: FoJ, and Deathspank, we would expect to sell 50,000-100,000 copies. However, given the number of advantages that Silver Screen Hero has over past XBLA RPGs – a premise that will appeal to a wider audience than most RPGs, innovative gameplay and story flow features, availability in multiple languages, lower price, greater length, and hopefully higher review scores – sales exceeding 100,000 are quite possible. Given the relatively low cost of creating and marketing the game, we expect the game to turn a profit even if it performs below expectations, to say nothing of the handsome profit it will achieve if the game meets or exceeds expectations.

About Zeboyd Games:

Zeboyd Games is a two-man development team that specializes in making high quality RPGs in an efficient manner. Our first RPG, Breath of Death VII: The Beginning, was created in under three months and has sold over 27,000 copies on XBox Live Indie Games since its release in April 2010. It has a gamerankings.com average of 83.75% as of the time of this writing with strong review scores from sites like Worth Playing (9/10), Honest Gamer (9/10) and RPGFan (8.5/10).

Zeboyd Game's second RPG, Cthulhu Saves the World, was released in December, 2010. It has received strong reviews from Eurogamer (8/10), RPGamer (4/5), and Gamesradar (9/10).

To find out more about Zeboyd Games, visit our website at <http://zeboyd.com> or contact us at [rdespair@gmail.com](mailto:rdespair@gmail.com)

Box art and screenshots from our previous games.

 

   
  
 