



Pitching Information

Dear Developer,

We receive a lot of pitches from all over the world and different studios. To avoid long discussions via mail and asking for several missing information we set up this document to help you to pitch the game to us. Yes, it'd be easier to just send everything you have. But this way you help us and we can provide you with feedback much faster. Please, fill out the document as far as possible. It contains the most frequently missing things in new pitches.

Project Details / Overview:

Project Name:

Developer:

Genre:

Target Audience:

Estimated Playtime:

Estimated Budget:

Estimated Goldmaster:

Planned platforms:

Budget additional platform:

Certified for these Platforms:

Xbox 360
Xbox One
PlayStation 3
PlayStation 4
PlayStation Portable
PlayStation Vita
Nintendo Wii
Nintendo Wii U
Nintendo DS
Nintendo 3DS
Others:



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Your trackrecord:

Special team-members trackrecord:

Most successful release:

Studio founded (Year):

Number of employees:

Are you working on other projects right now, too?	Yes
	No

If yes, how many clients to you have right now?

Contact person for contracts:

Contact person for the project:

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Documents / Files which are available:

Documents:

- GDD
- Vision Statement
- TDD
- Presentation
- Walkthrough / Cheats
- High Concept

Materials:

- Playable Build
- Trailer
- Screenshots
- Artworks / Concept Arts
- Moodvideo

Please attach all available information in a separate document, too. If you need a FTP to upload our material, fell free to ask us. Also, if anything else is needed to view, install or playtest the material, please let us know.

Additional Information about the game:

What are the games USPs?



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Which features are in the game?

Which features would you like to add but would also require a higher budget?

Why do you think the customers are waiting for the product?

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If it is an online game, what payment-methods would you like to include?

Additional Questions (you may want to answer):

What is, in your opinion the job of the developer studio?

What is, in your opinion the job of the publisher?



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How is the risk-management set up in your company?



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Additional information you'd like to add: