

Game Designer Challenge for TabTale

Your mission is to come up with a pitch for a game.

The game should match the following criteria:

Game Category – Kids game

Game Platform – Mobile devices

Target Audience – Girls, ages 4–8

Game Theme – Fashion / Princesses

Pitch Content – The pitch should include a summary of all activities in the game + an in-depth explanation of a single part or scene of your choosing.

What we expect to see:

- Concept presentation
- Basic and understandable presentation of the game structure:
mechanics, components and theme
- Game references
- Ideas for monetization strategy
- Clear and good talk

How to make this presentation awesome:

- Download and play with relevant games
- Work with limitations creatively
- Keep it simple
- Have good reasons for every creative choice

Don't design big – design smart!



את הפיץ' יש לשלוח כמצגת בפורמט PDF או PowerPoint

למייל: Pitch@TabTale.com

מועד הגשה ראשון: 15.8.15

מועד הגשה שני: 31.8.15