



ARMOR GAMES

S T U D I O S

Want to work with Armor Games Studios? Great! We're excited to hear from you. We're providing you a list of suggested information below we like to see in a game pitch. If you can't show something mentioned, don't fret. Just do the best you can. Anything you can share in addition is always welcome as well. You can't over share.

Quick note! Pitching us your game doesn't guarantee that we'd both work together, or that an agreement has been reached. All your provided materials will not be shared with anybody outside our publishing team and only used for evaluation purposes.

Here are only *some* of the things we'd like to see when you pitch us your game...

- As briefly as possible, summarize your game. Why do we want to play it?
- A playable **demo/prototype**. Please include:
 - What game engine are you using?
 - How close to final is this demo?
 - What are the controls to play?
- Gameplay footage or game trailer.
 - How close to final gameplay is this trailer?
- Art, concept designs, gifs, list of features, or even snippets of in-game dialogue or game lore that helps us better understand your vision.
- A game design document.

Also, if possible answer these questions for us...

- If we were to support you and your development, what could Armor Games Studios do to help make your game the best possible?
- Which platforms do you wish to launch your game on?
- What % complete is the game? How long have you worked on the game?

- What other games do you draw inspiration from?
- Tell us about you! Who is on your team and what do they do? Have you made any other games together? If so please share them.
- If we were to team up together, would you be working on the game full time?
- Where are you located? What are the typical hours you work on your game?
- If you need funding, how much and how will the money be used?
- Why does the world need to see your game?

Once you have everything gathered, e-mail us at roundtable@armorgames.com. Do the best you can. We understand some of these questions and asset requests can be difficult, especially early on in development. We do the best we can to respond to everybody who reaches out.

We hope to hear from you soon!

~Armor Games Studios Team