

Game Title

Game description

What is your game about?

What makes your game different from others?

In-Game Tasks

What do you want your game to do? List it and be specific

EX:

- ☐ A working game
 - ☐ Maps
 - ☐ 1
 - ☐ 2
 - ☐ 3
 - ☐ Characters
 - ☐ 1
 - ☐ It's cool
 - ☐ 2
 - ☐ 3

And so on... (This is just an example, being more specific will help you while deciding on what your game needs)

Monetization

How are you going to advertise your game? Will there be any gamepasses that players can purchase? What will those gamepasses do? Describe each gamepass that you will be offering (The price, what it does, etc) and describe how you will advertise* your game (* = I, as WooleyWool, am not responsible for your advertising technique. I do not recommend posting it into Discord servers or

advertising it into other communities. Posting it onto Twitter may help get your game across to other people.)

Optimization

Is this game going to be available on different platforms? (By doing this, it allows more users to play your game. Limiting it will lower the amount.) How are you going to test your game? How are you going to reduce lag in-game?

Gameplay

Is this game going to offer in-game rewards? How so? Does this game provide you tasks or things to do each day that won't bore your players? (It may seem harsh that your game may be boring to players after a while, however, by providing your players access to tasks or milestones (Just to name a few) it will keep them coming back to your game).

Design

Describing the layout of your game will help you decide what needs to be made. Using Blender or other 3D modeling software would make your game look nicer, however, drawing out what you want would be the first step as you can visually see what needs to be made.

Developer Road Map

Something that is important in order to create your game is to have a developer road map. What this does is helps set deadlines to yourself and others to keep you in track of what things need to be done and when. Here is an example:

1. A working game
 - a. Characters - February 2
 - i. Bobby - January 5
 - ii. Crystal - January 15
 - iii. Leslie - January 30

- b. Maps - March 10
 - c. UI - June 12
- etc.

Hiring

As an owner, you may need to recruit a few additional people to help with your project. Decide what you may need such as a programmer, UI Designer, Builder, etc. You also may need to give percentages of the revenue the game may earn. I personally recommend using percentages as you may not know how much you'll make. Here is an example:

- **Owner - 40%**
- **Programmer 25%**
- **Builder 20%**
- **UI - 15%**

These are just a few topics that you, as a developer, will need to look into while creating your game. I wish you the best of luck while creating your game!