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| **Platforms** |
| * PS 6 * Xbox 720 * Nintendo ES |
| **Price** |
| $99.99 |
| **Playtime** |
| 0 hr |
| **Age Rating** |
| R+ |
| **Planned Release** |
| Q3 2024 |

Game Name

3 Sentences. 1- The genre, 2- What does the game look like to the player, 3- what makes it unique/special.

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| --- | --- | --- |
| **Mechanics** |  | **Story** |
| These are the more internal documents. The core principles. Explaining the developers what the game is really about. What do we really need to have figured out correctly. Like the player interactions, inventory system, weapon system, etc. |  | If (story != null) write a basic overview, don’t dump the whole story, just talk about the high level story.  If no story, then write something that basically shows the player that there is more to the world. Like in valorant there is some story but the game does not play on it. Start with “There is no dedicated narrative.” |
|  |  |  |
| **USPs** |  | **Objectives** |
| Marketing perspective. What is going to hook the player and what makes it different then all the other similar games out in the market currently. |  | This is what makes them stay. Objectives are the things achieving which makes the game complete. |

**Supplemental Art** (Concept art/pics of other similar games to showcase where to go to)





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