# [Game Title]



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[*COMPANY NAME*](https://example.com/)

*COMPANY SLOGAN*

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*<Suggestion: center this first page – Pandoc hates my tries for centering>*

## Project Description

*[Brief description of the game concept]*

## Version History

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Version # | Implemented By | Revision Date | Approved By | Approval Date | Reason |
| 0.0.1 | [Name] | [Date] |  |  | Initial draft |

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## 1. Game Overview

### 1.1. Concept

*[Briefly describe the core concept of the game]*

### 1.2. Genre

*[Define the game’s genre or mix of genres]*

### 1.3. Target Audience

*[Describe the primary target audience for the game]*

## 2. Player Experience

### 2.1. Core Player Experience

*[Describe the primary experience you want players to have]*

### 2.2. Player Motivations

*[Outline the key player motivations your game targets (e.g., challenge, action, learning, exploration)]*

### 2.3. Types of Experiences

*[List the specific types of experiences your game aims to provide (e.g., frustration/fiero, adrenaline rush, discovery)]*

## 3. Gameplay Design Overview

### 3.1. Mechanics

*[Summary/Abstract: Describe the basic game elements, rules, and player inputs/outputs]*

### 3.2. Gameplay

*[Summary/Abstract: Explain how the game unfolds over time, including activity patterns and player behavior]*

### 3.3. Experience

*[Summary/Abstract: Detail how the mechanics and gameplay combine to create the desired player experience]*

## 4. Mechanics and Systems

### 4.1. Core Mechanics

*[Detailed description of core gameplay mechanics]*

### 4.2. Game Systems

*[Describe how multiple mechanics combine to form game systems]*

### 4.3. Items and Powerups

*[List and describe items and power-ups available in the game]*

## 5. Gameplay

### 5.1. Goal

*[Describe the main objectives for the player]*

### 5.2. User Skills

*[List the skills players need to master to play the game; consider items and powerups for example]*

### 5.3. Progression and Challenge

*[Explain how difficulty increases and how players can overcome challenges]*

### 5.4. Losing

*[Describe losing conditions and what happens when players lose]*

## 6. User Experiences

### 6.1. Story

#### 6.1.1. Theme

*[Describe the overall theme and tone of the game]*

#### 6.1.2. Story Progression

*[Explain how the story unfolds throughout the game]*

### 6.2. Characters

*[Describe the main characters, their personalities, and roles in the game]*

### 6.3. Art Style

*[Describe the visual style of the game, including any concept art]*

### 6.4. Music and Sounds

*[Describe the audio style, music, and sound effects]*

## 7. Technical Description

*[Outline technical aspects, platforms, and tools used for development]*

## 8. Development Approach

### 8.1. Minimum Viable Product

*[Define the core features and content for the initial playable version]*

### 8.2. Minimum Marketable Product

*[Outline the features and content required for the first public release]*

* Otherwise see definitions [HERE](https://web.archive.org/web/20191206184139/https://www.disciplinedagiledelivery.com/defining-mvp/) or [HERE](https://aaf.dau.edu/aaf/software/mvp-mvcr/).

### 8.3. Future Sprints

*[List planned features and improvements for post-release development]*

## 9. Marketing and Funding

### 9.1. Demographics

*[Define the target audience]*

### 9.2. Platforms and Monetization

*[List target platforms and monetization strategies]*

### 9.3. Localization

*[Outline plans for language support and localization]*

## 10. Level Requirements

### 10.1. Level Diagram

*[Provide a diagram or description of the game’s level structure]*

### 10.2. Asset Revelation Schedule

*[Outline when and how assets will be revealed to the player]*

### 10.3. Level Design Seeds

*[List potential level ideas or concepts for the game]*

## 11. Other Ideas

*[Share any additional ideas that does not fit elsewhere]*

## 12. Common Pitfalls to Avoid

*[Highlight common mistakes in game design and development to avoid]*

* Insufficient details
* Patronizing material
* Ambiguous or contradictory material
* Overly lengthy or complex design
* Getting too personal with the design
* Wandering vision
* Avoiding accessibility issues [(See Website Here)](https://gameaccessibilityguidelines.com/full-list/)