**GAME PITCH PROPOSAL (TEMPLATE)**

A *Game Pitch Proposal* should be brief (e.g. 9 pages maximum) and clear (e.g. 12 point font). The typical *Game Pitch Proposal* includes:

1. Cover page: Title of project and group members.
2. Executive summary (1/2 page max): Briefly describe the game in two paragraphs.
3. Game Description (7 page max): Describe the game in greater detail. (Label and include the following 8 subsections listed below)
   1. Overview: (1/2 page max) Big picture of the game, main quest, main players, etc.
   2. The Quest: (1/2 page max) Describe the quest in further detail, obstacles, rewards, and the final objective. Is the game broken into levels or intermediate stages of gameplay?
   3. Main Character: (1/2 page max) Describe main character, powers, change with gameplay, first- person, third-person?
   4. Sketch of Main Character: (1 page max) A sketch of the Main Character.
   5. Opponents: (1/2 page max) Describe main opponents, intelligence, attack, hide, or evade?
   6. Sketch of Opponents: (1 page max) A sketch of the primary Opponents.
   7. Environment: (1/2 page max) Description of the environment in which the game is played, outer space, urban, futuristic, etc.
   8. Sketch of World: (1 page max) A sketch of the level in which the game is played.
   9. Menus: (1/2 page max) initial menu screen and any options include a sketch.
   10. Controls: (1/2 page max) Describe interface (up, down, run, shoot, fast, slow).
   11. Sounds: (1/2 page max) Describe background sounds: music, footsteps, Vehicle, Door, etc.
4. Summary (1/2 page max): This is the final sales pitch. Include a brief summary that would make someone want to buy your game!

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