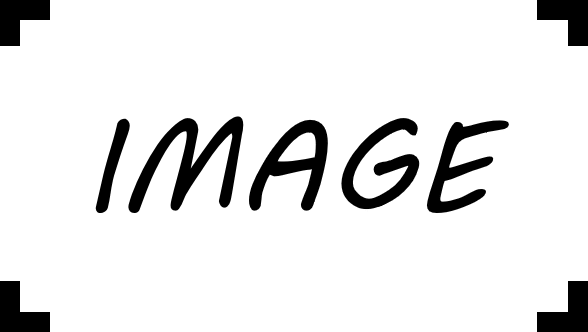
[Game name]



**[If you already have a logo, put it here, if you have a studio you can do the same]**

**[short catchphrase]**

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# **Game Overview**

## **[“5” Words to Introduce the Game ]**

[Who is the player, what are their goals, give a short explanation on the setting, what do you expect to happen while the player plays through the story?]

## **Story and Themes**

[Does it follow a year/range (80’s, 1999) for the setting?, why this setting?, what is the story centered around?, what are the main themes of the story (war, love, friendship etc)? How do you plan to portray those themes and why? Give an introduction to the story, what’s going to happen?]

## **Genre**

[The main genres of the game and other keywords for better understanding, like tags (puzzle, rpg, story-focused]

## **Target Audience**

[Whom you think that would like your game more and why]

## **Platform and Tolls**

[What platform do you want to build your game for and what software/languages (tools) you’re planning to use, i.e a computer game made with c# on unity]

## **[Optional, Check Under]**

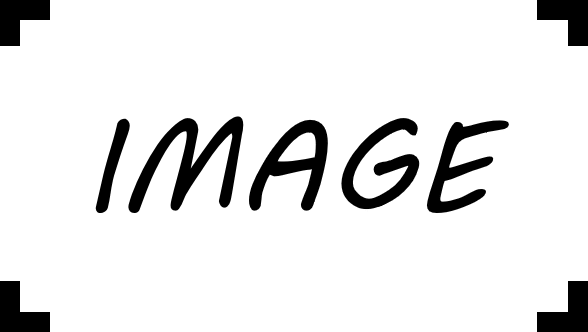
[If your game follows a genre that’s very common (ex. battle royal) take this section to sell your game, i.e say why this game will stand out amidst all the other battleroyals out there, is it a mix of genres? Why do you think they will work? and give it a cool title like “battle royale winner”]

# **Playability and Mechanics**

## **Main Game View**

[Indicate the perspective and looks of your game, are they first person, 3d, 2d, bird-eye view etc.]

[If you have some kind of prototype input a photo so your vision comes better across, otherwise,get some screenshots of games similar with the proper tags (the game it comes from and what element it’s representing)]

****

## **UI**

[Do you have any idea on how you want to make the ui? explain it here, tell why you think your choice will fit the setting of the game, is it special in some way or another? why?]

## **[Mechanic Name 1]**

[Explain the main mechanic of your game, list the mechanics you are more excited/want to sell more and go in depth.]

[If you already have some kind of prototype, show some images to better show your vision.]

## **[Mechanic Name 2]**

## **[Mechanic Name 3]**

## **[Mechanic Name 4]**

[Try to focus the mechanics you go more in-depth of to around 4-5]

## **Extra Mechanics**

[List the miscellaneous mechanics of your game, don’t go in depth here, just lay them out and give a short explanation]

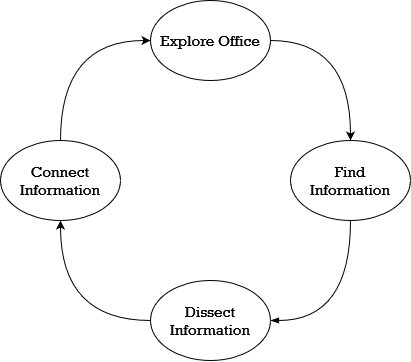
## **Game Controls**

[If you think your game has some unique controls or want to show a layout of how the hands would be layed down, take this section to show the difference between keyboard and controller or just show the different controls of the game like the following example of a 3D first person game keyboard]

| Key binds | Function |
| --- | --- |
| W, A, S, D | Standard movement |
| Shift | Crouch |
| Mouse | Standard 3D look controls |
| Left Mouse Click | General interaction |
| E | Pick-ups |
| Tab | Game Menu |
| Escape | Configurations menu |
| CTRL | shift between running and walking |
| M | Map |

# **Core Gameplay Loop**

[Explain your main gameplay loop, you can also make an image to better explain it, next you have an example of a gameplay loop of an exploration game centred around an office]



# **Game Elements**

## **Main Characters**

* **[MC name]:**

[Short description of them, doesn’t need to include fine details like height, hair color and more if not relevant for the story/main trait/personality, write a bit about their motivations and personality, don’t forget to include a bit of their story and repeat for any other main character.]

## **Main Menu**

[How are you planning to structure the main menu? Does it have a background? Does it show the game while using it? what’s going to be the purpose of your main menu?]

## **Intro Sequence**

[Do you already have an idea on how the game is going to start? well, this is the section to explain it]

## **End Condition**

[What’s the end goal? How will the player win? Give a short explanation on how he can achieve it.]

# **Sound**

## **Music**

[What’s the type of music you want your game to have? Does it follow a decade like the 70’s? Is it more broad and you want a genre like metal? Does the music change depending on some factors? If it does, how and why? If you know about artists with the feel of the music you’re looking for, link them and try to explain how it fits your game.]

## **Sound Effects**

[Are the sound effects special in some way? How are you planning to use them? do they serve as cues for something special?]

## **Voice Lines**

[Does your game include voice-lines? How are they going to be used? normal dialogue or just cutscenes? how are they going to add something to the game?]

# 

# **Mini Art Bible**

## **Art Style**

[Explain what kind of look you’re going for, is it a cartoony toons? Is it hyper realistic? voxel maybe? Are the proportions accurate? (big head with small body, big crates that somehow are too big?), fixed time of the day or is it always at night? Does it have an outlined art style?]

## **Characters**

[What are the characters going to look like? Any prototypes? Any inspiration? If so, put some screenshots.]

## **Backgrounds/Levels**

[Show how you’re planning to populate the ground and skies of your game, if you can’t show, explain it]

## **Others**

[Things like the color pallet or random objects that might be important to understand the setting and feel]

**The team:**

**[put your name and contact here alongside your position if interested.]**