*Game Name*

By *team name*

Please download this template to fill it.

[**Overview/Theme**](#_heading=h.30j0zll) **[2](#_heading=h.30j0zll)**

[Idea Summary](#_heading=h.1fob9te) [2](#_heading=h.1fob9te)

[Goal](#_heading=h.3znysh7) [2](#_heading=h.3znysh7)

[Why It Will Succeed](#_heading=h.44sinio) [2](#_heading=h.44sinio)

[**Mock Ups**](#_heading=h.tyjcwt) **[3](#_heading=h.tyjcwt)**

[**References**](#_heading=h.3dy6vkm) **[3](#_heading=h.3dy6vkm)**

[**Art Style**](#_heading=h.1t3h5sf) **[3](#_heading=h.1t3h5sf)**

[**Look & Feel / Camera**](#_heading=h.2s8eyo1) **[4](#_heading=h.2s8eyo1)**

[**Mechanic**](#_heading=h.17dp8vu) **[4](#_heading=h.17dp8vu)**

[Controls](#_heading=h.3rdcrjn) [4](#_heading=h.3rdcrjn)

[Core Loop (Feel Free to Replace Diagram Below)](#_heading=h.26in1rg) [5](#_heading=h.26in1rg)

[**Progression**](#_heading=h.1ksv4uv) **5**

# Overview/Theme

## Idea Summary

Describe the idea, including some basic background and short description of the game.

## Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?

# 

# Mock Ups

Use mockups that you have made, stock images, game screenshots or doodles to showcase how the game works. The quality / accuracy of the image doesn’t matter, it can be a badly drawn doodle but should explain the core game.

# References (Optional)

Any references link to existing material out there that best describes how the game looks, feels and plays. These could be videos, images, existing game links. References help in finding out what will be the camera angle, how will the core mechanic, how will the game look and feel like or anything else about the game.

# Art Style (check any number of boxes that apply)

* 2D
* 3D
* Pixel
* Cartoon
* Cell Art
* Low Poly
* High Poly
* Photo Realism
* Stylized Realism
* Isometric
* Other

## Sample images or references

# Look & Feel / Camera

* First Person
* Third Person
* Over The Shoulder
* Top Down
* Face On
* Other
* Describe how the camera angle option works w.r.t to the game, it's good to have a screenshot of a sample game or a video that helps describe camera angle.

# Mechanic

## Controls

* Portrait
* Landscape
* Single Touch
* Joystick
* Tap
* Slide
* Swipe
* Hold
* Release
* Drag
* Other

## Core Loop (Feel Free to Replace the Diagram Below)



# 

# 

# Progression

* Level Based
* Score Based
* Upgrade Based
* Star Based
* % Complete Based
* Engagement Based
* Content Based
* Other