Game Name

*Awesome game picture here (e.g. promo image)*

*Copyright notice / author information / boring legal stuff nobody likes*

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Vision Statement

# Vision Statement

*Write a short pitch to your project, describing clearly how you see it in its final form.*

# Business Model

*Describe how you are going to sell your game. Is it Premium? Is it F2P? Or is it Subscription?*

# Who is your Target Audience?

*Who is your target audience, how will it affect them & people who are not your target audience. (Ethical and/or social effects)*

# What are some inspirations?

*Where did you get the inspiration for this game? Can this have any social, legal or economic effects? (E.g. could the project be seen as a clone, treading in trademark territory or have any particular lawsuits coming out of it?)*

# What are some competitors to your game?

*Who are the competitors and can this have any social, legal or economic effects?*

# What will your game do different from them?

*How will you stand out between your competitors? What are the Unique Selling Points? Is it economically feasible?*

# What format are you shooting for?

*Name target platforms, resolutions, required graphical detail etc. Is it economically feasible?*

# What & Who are you designing with?

*Who are you developing this game with? What software are you using? Do you have all the licenses required? Will you buy licenses at a later date?*

# \*How will you market your game?

*How are you approaching marketing? Are you setting aside a budget for it?*

# \*What is your budget?

*What is your budget? How are you distributing your budget?*

Game Design Details

# 3C’s (character, control, camera)

*Describe the way player experience your game world, with the basic functionalities*

# Core Loop

How the player experience evolve. For instance, a typical RPG core loop would be – get a weapon -> beat monsters -> get a bigger weapon -> beat bigger monsters…

# Game Features and Core Mechanics

*List all your game features (shop, guilds, co-op, multiplayer, etc.) and core mechanics (how player interact with the game world, other than 3C’s) in good details.*

# Player Progression

*How players are taught and how their skills evolve through playing the game. List all the mechanics you are going to teach, including when, how, and why.*

# UI Flow

*Describe how the player navigates through UI, including HUD and Menus. You need to include a UI flow chart to illustrate that. And for each node in that chart, list all the UI functionalities.*

# Level & World Design

*Describe level and world design approach and implementation.*

# Narrative & Quest Design

*Describe narrative and quest design approach and implementation.*

# Combat & Enemy Design

*Describe combat and enemy design approach and implementation. (Including balancing approach, if there is any)*

Creative Design Details

# Art Direction

*Describe art direction, colour palette, stylistic elements etc.*

# Menu Design

*Describe menu design and implementation.*

# UI Design

*Describe UI design and implementation.*

# Animation Design

*Describe animation design and implementation.*

# VFX Design

*Describe VFX design and implementation.*

# Art Asset Breakdown

*List and describe art assets required.*

# Sound Direction

*Describe sound direction, sound palette, stylistic elements etc.*

# Sound Design

*Describe sound design and implementation.*

# Music Design

*Describe music design and implementation.*

# Sound Asset Breakdown

*List and describe sound assets required.*

Milestones

# High Level Milestone Schedule

*List and describe major milestones. (E.g. alpha build and high level requirements.)*