GAME NAME

CONCEPT

STORY

GENRE

TARGET AUDIENCE

PLATFORM(S)

GAMEPLAY BREAKDOWN

*What do you* ***do*** *in your game?*

*(If you have a story, consider how you can tell it with mechanics)*

Atom (Moment-to-Moment):

Session*:*

Campaign*:*

Unique Gameplay Mechanic?: *(not all games have UGMs, but if you do…)*

Win-States:

Fail-States:

SCOPE:

Replay Value:

INSPIRATION & RESOURCES

*A bullet list of what inspires* ***specific*** *parts of your game!*

* Narrative
* Mechanics
* Visual Style

NOTES AND IDEAS

*Go nuts! Write every idea you have about your game: questions, concepts, awesome moments, etc.!*

TOOLS (Extra Credit!)

PRICE (Extra EXTRA Credit!)