One-page design document

## Game Identity / Mantra:

Eine einfache kurze Beschreibung in ein oder zwei Sätzen.

List your single sentence description of the game that you will use to guide design decisions. (Example: *Stylized action platformer about a meatball fighting the dinner table.)*

## Design Pillars:

Beschreibung der Spieler Erfahrung mit 3 einfachen Worten.

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: *Fast. Action-packed. Mayhem.*)

## Genre/Story/Mechanics Summary:

Einfache Beschreibung des Gameplay und der Story Perspektive.

List what the game is from a gameplay and/or story perspective.

(Example: *This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*)

## Features:

Beschreibung der Features die als Alleinstellung im Spiel vorkommen sollen.

List the cool features or unique elements that you want to include in your game.

## Interface:

Beschreibung der Steuerung und wie der Spieler im Spiel interagiert.

List the player input method, the controls, and how the player interacts with your game.

## Art Style:

Referenz zu Bildern oder anderen Games die eine Ähnlichkeit zum Spiel besitzen und das Ziel beschreiben.

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

## Music/Sound:

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

## Development Roadmap / Launch Criteria:

**Platform:** Steam/Google Play/iOS/Web. **Audience:** Age/gender/interests.

Beschreibung der Entwicklungs Ziele und einen möglichen Zeitraum für einen Release

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| **Milestone 1:** Mechanics complete - 0/0/00  **Milestone 2:** Boss fights complete - 0/0/00  **Milestone 3:** Levels complete - 0/0/00 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  **Launch Day:** 0/0/00 |