**Project “Run”**

[Add few art images here]

**Genre:** Runner  
**Target Audience:** eg. 12+

**Controls:** -eg. Mouse + Keyboard, First Person

**Thematic Setting:** -Thematic setting of your world

**Tech Stack:** -Game Engine, Programming Language, other tools..

**Platform(s):** -eg. Steam

**MVP Game Moment:**

-What you need to finish in order to start a demo.

**Game Summary:** -Long description of your game.

**Core Player Experience:**-How the player will feel playing your game. Which emotions will it create?

**Central Story Theme:** -What is your game about in one sentence.

**Design Pillar:** -1-3 core game ideas eg. "kill monsters and get cool loot." or "solve puzzle and get to next level"

**Remarkability:** -What is special about your game, what will make players want to play it.

**Anticipated Early Access Launch date:**

-eg. Q3.2022.

**Reference Games:**Mention similar games.

**Feature Development Priorities:**

-Describe core features that your game has to have.