**LOGO**

**Concept Document for:**

**GAME NAME**

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Written by:

YOUR TEAM  
ALL OF THEM

Version #1.30

Tuesday, February 04, 2014

**Game Name**

|  |  |
| --- | --- |
| Game Genre : |  |
| Target Audience : |  |
| Appeals To : |  |
| Platform : |  |
| Player View : |  |
| Graphics Engine : |  |

**Key Concepts Summary:**

**Story**

* Story goes here

**Game play**

* Game play goes here

**Player Actions**

* Controls here

**Game Flow / Screens**

* The game flow goes here
* Splash Screen
* Title
  + Options
* Level Select
* Game
  + Inventory
  + Score
* End Credits

**Level Examples**

* Level list

Art Style

What kind of graphic style are you going for? Cartoony? Retro? Childish? Voxel?

**Textural Description of Game:**

**Fictional story background**

If your game has a story, put it here.

**Game purpose and story progression**

Give the purpose and progression.

**Game play and player interaction example**

Explain the gameplay with some paragraphs or pictures or storyboards.

**Mindset**

What kind of mindset do you want to provoke in the player? Do you want them to feel powerful, or weak? Adventurous, or nervous? Hurried, or calm? How do you intend to provoke those emotions?

**Biographies:**

Talk about yourselves

**Roles and Responsibilities:**

|  |  |
| --- | --- |
| **Name** | **Position(s)** |
| Person | Customize these lists as needed.  Team Manager  Creative Director  Web Master  Developer |
|  | Architect  System Administrator  Developer |
|  | Quality Assurance Manager  Quality Assurance Engineer  Developer |
|  | User Interface Design Engineer  Quality Assurance Engineer  Developer |
|  | Music and Sound Engineer  Quality Assurance Engineer  Developer |
|  |  |