**GAME TITLE**

*Game Tagline*

*Game Credits (basically, who made what)*

**GAME IDEA**

* *What is your game about? What makes your game interesting, unique, special, or worth noticing/playing? Try to keep it concise. The minimum would be a short phrase and the maximum would be 3 sentences.*

**GAME OBJECTIVE**

**MAIN OBJECTIVE**

* + *Why did you make this game? What is the game for or what is its intended purpose? What should the game be able to do? Only ONE main objective is recommended but you could also make up to THREE main objectives. Objective/s can be about how you’re making the game for fun, learning, an advocacy, or something else entirely. (Example: “To make the player realise that short games can be fun too” or “To create a relatable experience that would help the player do more introspection”)*

**GAMEPLAY GOAL/S**

* + *What kind of gameplay do you want the player to experience? How do you want the player to feel when playing your game? Are you trying to make a hard and challenging game or are you making something more casual and relaxed? When the player is playing your game, how would you like them to react or how would you like them to describe it to their friends? (Example: “To make the player feel compelled to get all the achievements” or “To let the player enjoy the game even after a lot of levels have passed”)*

**GENRE**

* *What kind of game are you making? What kind of genre do you think your game is based on its form, style, and subject matter? (Example: “Singleplayer Dark-fantasy RPG” or “Co-op Rom-Com Puzzle Sim”*

**TARGET AUDIENCE**

* *Who do you want to play the game? The game is aimed for what type of audience? You may include an age bracket, the gender/s, or the possible interests of the people you want to play your game.*

**PLATFORM**

* *Where and/or how is your game going to be played? (Example: “Standalone Meta Quest 2/3” or “Tethered HTC Vive Pro”)*

**SUMMARY**

* *Elaborate on what your game is about. This is why the “GAME IDEA” portion should be concise since you’d be able to tell more about your game in this part. If your game has a story, give a nice summary here. You may also add additional info like characters or flow of the game.*

**GAMEPLAY**

**MECHANICS**

* + *How is your game played? What actions should be done in order to progress through the game? Describe the mechanics involved in your game. (Example: “Collecting cards to stack points” or “Selecting appropriate dialogue choices”)*

**FEATURES**

* + *Game distinguishers. What does your game have to offer? What do you want players to take note of in the game? A bullet-type list for this is preferred. (Example: “Includes subtitles for different languages and complete English voice-over” or “Colourblind-friendly palette”)*