### Brief:

Develop a game pitch/proposal to meet the requirements of the major project, the proposal:

* Must be achievable in the specified project timeline of 12 weeks (6 weeks for pre-production, 6 weeks for production).
* Must be appropriate for the allocated team size and resources (10-12 developers).
* Must not contain explicit/inappropriate content or themes.

### Game Name:

### Description:

Describe your idea in **under** 200 words. This is a summary, keep it short and exciting, like the blurb on the back of a movie or book. Think about: game genre, core mechanics, and where’s the fun?

### Mood Board:

*(4-10 Images that capture the feel and world of your game. Can be screenshots of other games, movies, or photos of real places.)*

Remember:

* Keep it simple, focus on one or two core mechanics.
* Since this is the first time making a game together it will take longer than normal.
* Don’t get precious with your ideas, once everyone has input, it will change.