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| POD RACING |
| Date: 07/06/2020  For: PC |
| Ages: E for everyone  Shipping Date: XX/XX/XXXX |

# Game/Story Summary

Outline the story (beginning, middle, and end… or at least a cliff-hanger) mentioning the setting, the characters, and the conflict. Give a brief description of the gameplay and some of the cool things the player can do in the game.

## Game Flow Outline:

## Game Story Summary:

# Characters & Controls:

Who does the player control? What is his/her/it’s story? What can the player do that is unique or special to this game? Does the player play as more than one character? How does the player do these things with a controller or a finger (in the case of touch controls)? Show a control map if applicable. Obviously this page is very nosy and need to know the answers!

## Characters:

## Controls:

# Gameplay Overview:

What game genre is your game? (Help is shown in the book Level Up: The guide to great video game design chapter - Bonus Level 5). That is the primary action of the player? What awesome things is your player doing? The gameplay overview should give the reader a brief idea of the flow of the game. Break the information about gameplay in to bullet points if conveying info that way is easier.

Sometimes your game is so awesome, you need a second page to describe all of the goodness!

# Gameplay Experience:

Here’s where you talk about the overall feel of the game. What is it like to play it? What emotions of modes are you trying to convey? How is the game’s story going to be told? (Cutscenes? Movies? Text boxes?) When do they appear? (I between levels? At the beginning and end of a game?)

# Mechanics & Modes:

Break down some of the cool gameplay mechanics and play modes. Is there a multiplayer mode? Are there mini or micro games? Let us know!

# Enemies & Bosses:

While it doesn’t hurt to weave descriptions of enemies into other pagers like story and gameplay, sometimes you need to call attention to a particularly gnarly enemy or boss character. What makes your enemies unique? If applicable, what kind of boss character does the player face? How does the player defeat them? What does the player earn for defeating them?

If you have no enemies in your game obviously you don’t need this page. Instead, you can use this page to describe the games conflict. How will the players be challenged and how will the overcome it?

# Bonus Material & Downloadable Content:

What extra cool stuff can the player earn or unlock? Can they purchase additional content? How will the game live beyond its initial release? What incentive is there for the player to play again?