* PROJECT TITLE
* TEAM NAME
* PROJECT OVERVIEW
  + Brief description of the project in terms of its overall purpose/scope
* TEAM MEMBER ROLES
  + List team members and their primary/secondary roles
* KEY DELIVERABLES
  + A statement of the intended submission elements
* PROJECT GOALS
  + This will depend very much on the type of project you are developing
    - For games include list of core gameplay mechanics
    - For other projects include major functionality
* TARGET AUDIENCE
  + Explain who the intended audience is
* DELIVERY PLATFORMS
  + Explain the technology platforms the product will be used on (include minimum hardware & software required)
* SOFTWARE REQUIREMENTS
  + List software required to develop the project
* UX
  + Give details of user experience paradigms to be utilised
* SCHEDULE Of ACTIVITIES
  + An outline schedule for the work to be done/brief statement of the stages and timing of the work required
* APPENDICES
  + Initial concept art, mood boards, wireframes, flow diagrams could be included here.