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Game Name

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# 

# Tittle Page

## Game Name

Game Name

## Working Team

Member – Function

Member – Function

Member – Function

Member – Function

## Game Engine

Version and programming language used. Includes any special library used in the game.

# Game Overview

## Game Concept

Game basic concept and ideas, elevator pitch.

## Feature Set

What are the key phrases of the game? What is the selling point, what differs it from another games?

## Game Platform

Game target platform (pc, android, console).

## Target Audience

Target audience demographics (age, sex, etc.) and psychographics (interests, beliefs, etc.).

## Genre(s)

List of Genres that the game fits and brief explanation of genre, list.

## Look and Fell

What does the game look like and fell? Style of the graphics and animations. Influences that brought together the game.

## Project Scope

Brief outline of the number of locations, levels, npcs, etc. Just to have an idea of the size of the project.

# Gameplay

## Objectives

What is the main goal of the game? What is needed to beat the game?

## Lose Condition

How the player gets a “Game Over”? Life reaches 0? Continue system?

## Game Progression

How the game moves from the beginning to the end? It gets harder as the player goes?

## Challenge Structure (Missions)

How are the missions that make the game move forward?

## Puzzle Structure

If there are any puzzles in the game how they work?

## Game Flow

How the game flows for the main player?

## Reward System

How is the player rewarded? Points? Money? Exp?

# Mechanics

## Rules

What are the rules to the game, both implicit and explicit?

## Movement

How the player movement through the screen?

## Physics

How does the physical universe work?

## Objects

How to interact with the objects of the game, pick them up, move then.

## Economy

What is the economy of the game? How does it work? There is money and trade the player can do?

## Actions

What kind of actions the player can do to interact with the world? Pull a Lever, flip a switch.

## Combat

there is combat in the game, how does it work?

## Screen Flow

How each screen interacts with each other? Put a brief description of each screen and a flowchart describing the flow.

## Game Options

What are the options and how do they affect game play?

## Replaying and Saving

How does the game save and there are any incentives/consequences to replaying the game?

## Cheats and Easter Eggs

List of any cheats or Easter eggs that the player can access.

# Story and Narrative

## Back Story

Prologue detailing the set backstory.

## Plot Elements

Exposition, conflict, rising action, climax, falling action and resolution.

## Game Story Progression

How the story of the game progresses?

## Cut Scenes

### Name of cut scene (each)

Description of the cut scene, with actors, setting, storyboard or script.

# Characters

## List of Main Characters

#### Name (for Each)

##### Back Story

##### Personality

##### Appearance

##### Abilities

##### Relevance to the story

##### Relationship to other characters

## Non-combat and Friendly Characters

#### Name (for each)

Brief description of each.

## List of Enemies

### Bosses

#### Name (for each Boss)

##### Area Found

##### Abilities

##### Appearance

##### Relevance to the Story

##### Relationship with other characters

##### 

### Common Enemies

#### Name (for each Common Enemies)

##### Area Found

##### Abilities

##### Appearance

##### Relevance to the Story

##### Relationship with other characters

## Artificial Intelligence use in Characters

If there is AI, how it is used and how it interacts with the player?

# Game World

## Setting

Example: Historical fantasy version of medieval Europe.

## General Look and Fell of the World

How the world looks and fells at a first glance?

## Areas

#### Name of the Area (for each)

##### Area Description

##### Relation to the World

# Levels

## Training Level (Tutorial)

How is the first level set to teach the player how to play the game?

## List of Levels

#### Name of the Level (For each one)

##### Synopsis

##### Objectives

##### Required Level material/tools and how its provided

##### Level Details

###### Level Map

###### Critical Path player needs to take

###### Important and incidental encounters

###### Accidental encounters

###### Secrets

###### Level Music

# Interface

## Visual System

### HUD

UI elements, how the player interact with then and how they affect the game.

### Menus

Menus and how the player interact with then.

### Camera Model

If there is any camera control, how does it work?

## Control Systems

What are the controls of the game? Details of buttons and control schemes, if there are more than one.

## Audio

### Music

List of music that are in the game.

### SFX

List of sound effects that are in the game and where is used.

## Help System

Systems in place to help the player

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