# GAM400 Project Brief: *<game name>*

## Team Name: <team name>

# Game/Project Summary

<game description>

# Target Demographic

<describe your primary customer and any tertiary customers>

# Target Play Time

**Atom**: <duration and description of play atom>

**Session**: <duration and description of play session>

# Game/Project Description:

DESIGN

<describe the systems required for the game>

TECHNOLOGY

<describe the technology required for the game>

ART & AUDIO

<describe the art, audio and content required for the game>

# Risks

<list the risks for the game>

**Risk Area**: <risk area>

**Description**: <risk description>

**Mitigation**: <risk mitigation>

# Team Members:

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Primary Role | Secondary Role | Tertiary Role |
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## Research:

<List each team member and describe the focus area(s) they will be researching for this project>

# System Survey / Project Plan:

<List all the major technical systems/work items. Assign an owner, duration and prioritize the start and due dates. Finally, using the Table tools in MS Word, sort by owner and then by due date>

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| System | Owner | Duration | Start Date | Due Date |
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# Content Survey / Project Plan:

<List all the major content components. Assign an owner, duration and prioritize the start and due dates. Finally, using the Table tools in MS Word, sort by owner and then by due date>

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| Content | Owner | Duration | Start Date | Due Date |
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# Milestone Deliverables

## Alpha Milestone – Pre-Production Exit

<Detailed summary of what will be completed by Alpha Milestone. This should include a summary of technology to be in place and indicate playable elements of the project at this milestone>

STRETCH GOALS – <List of stretch goals for Alpha Milestone>.

## Beta Milestone – First Playable

<Detailed summary of what will be completed by Beta Milestone. This should include a summary of technology to be in place and indicate playable elements of the project at this milestone>

STRETCH GOALS – <List of stretch goals for Beta Milestone>.

## Final Milestone – Production Exit

<Detailed summary of what will be completed by the Final Milestone. This should include a summary of technology to be in place and indicate playable elements of the project at this milestone>

STRETCH GOALS – <List of stretch goals for the Final Milestone>.