

TITLE Богатырь		MAIN AIM Избавить Русь от нечисти и спасти Екатерину Прекрасную	
ID Древнерусский ведьмак		MAIN MECH TO ACHIEVE AIM Бой	
THEME Фэнтези	GENRE Текстовая рпг		
Интересный мир	KEY PILLARS		Проработанный сценарий
	Интересная боевка		
VISUAL STYLE -			
MUSIC & SOUND STYLE -			
STORY В начале истории князь просит игрока отчистить Русь от нечисти, в середине игрок этим занимается, в конце перед ним встает непростой выбор, так как все оказывается не так просто. В самом мире много былинных и сказочных персонажей, магических артефактов, элементов культуры.			
AUDIENCE 12+		PLATFORM Steam	
TEAM Карпач М.А.		PERSONAL DEV GOAL Сделать интересную игру с проработанной архитектурой	

TITLE Богатырь			MAIN AIM What is the main thing the player is trying to achieve in the game world?		
ID Древнерусский ведьмак			MAIN MECH TO ACHIEVE AIM What is the main method/action the player must take to achieve that aim?		
THEME Фэнтези		GENRE Текстовая рпг	ENABLERS		BLOCKERS
ACTIVE		Actions the player takes to help achieve the main aim.		ACTIVE	Anything that actively tries to stop the player achieving the main aim, e.g. hostile enemies.
PASSIVE		Events/objects/opportunities, things that happen, things that are found in the game that enable the player to achieve the main aim.		PASSIVE	Obstacles that get in the way of the player's ability to achieve the main aim. Can be overcome (locked doors) or not (time limits).
KEY PILLARS			CORE LOOP		
Key emotions/ experiences you want for the player.	Keep them short - single words or short phrases.	Always refer back to these pillars.	What is the core, repeatable gameplay loop that is central to the entire game? Usually best to diagram this.		WIN CONDITION(S) How can a player win the game?
VISUAL STYLE How will the game look? How will the visuals make the player feel? Include inspiration/ references & guidance for the artists.			LOSE CONDITION(S) How can a player lose the game?		
MUSIC & SOUND STYLE -			FEATURES A list of key and/or additional gameplay features and mechanics or other unique elements that will round out or distinguish the game.		
STORY					
AUDIENCE 12+		PLATFORM Steam	TEAM Карпач М.А.		PERSONAL DEV GOAL The most important part of this document: What are you personally trying to achieve through this project? Do you want to develop your art skills, explore a certain mechanic or to just finish & release a game?