Campus Rush



VGDC

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# 

# 

# Overview

## Theme / Setting / Genre

* + <Insert Theme here>

## Core Gameplay Mechanics Brief

* + <Gameplay Mechanic #1>
  + <Gameplay Mechanic #2>
  + <Gameplay Mechanic #3>
  + <Gameplay Mechanic #4>

## Targeted platforms

* + <Example Platform #1>
  + <Example Platform #2>
  + <Example Platform #3>

## Monetization model (Brief/Document)

* + <Monetization Type> /Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc./
  + <Link to Monetization Document>
  + /How do you plan to monetize the game?/

## Project Scope

* + <Game Time Scale>
    - <Cost?> /How much will it cost?/
    - <Time Scale> /How long will it take to make this game?/
  + <Team Size>
    - <Core Team>
      * <Team Member Name>
        + /What does he/she do?/
        + <Cost to employ them full time or part time>
        + <etc.>
      * /List as many core team members as you need to/
    - <Marketing Team>
      * <Team Member Name>
        + /What does he/she do?/
        + <Cost to employ them full time or part time>
        + <etc.>
      * /List as many marketing team members as you need to/
  + <Licenses / Hardware / Other Costs>
  + <Total Costs with breakdown>

## Influences (Brief)

* + <Influence #1>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #2>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #3>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #4>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>

## The Elevator Pitch

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + <Reason #1>
  + <Reason #2>
  + <Reason #3>
  + <Reason #4>
  + <etc.>

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #2>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #3>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #4>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Textures
    - Environment Textures
  + Heightmap data (if applicable)
    - /List required data - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character List
    - Character #1
    - Character #2
    - Character #3
    - etc.
  + Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.