

<Your Game Name Here>

<Your Company Logo Here>

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Special thanks to Alec Markarian
Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

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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 Here>
- <Example Platform #2 Here>
- <Example Platform #3 Here>

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 1 Paragraph or less/

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

The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

- <Reason #1>
- <Reason #2>
- <Reason #3>
- <Reason #4>
- <etc.>

Core Gameplay Mechanics (Detailed)

- **<Core Gameplay Mechanic #1>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #2>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #3>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay 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 required - Example: DEM data of the entire UK.
 - Etc.

- 3D

- Characters 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.