Basic Story Outline

This is your kind of executive summary of the storyline of your game. You can likely draw on material you've already put together.

Player Characters

Discuss the various "player" characters in the game. There may only be one. The player may entirely define this if it is a role-playing game. But if you're asking the player to play as one or more players, this is where you'd do that.

Character #1

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

Character #N

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

Non-Player Characters

These are characters in the game that the player doesn't control. Tell us about them.

Character #1

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

Character #N

Give as many details as you can about the character from traits to backstory. Concept art if you have it. Try to make this character come to life and connect it to the world around it.

Settings

Describe the world, particularly those places that are distinctly important to your story. These may correspond to "levels," or "maps," but not necessarily.

Setting #1

Give as many details as you can about this location in the game. What sets it apart and what is its reason for existing? Does it relate specifically to items, people, creatures or other things?

Setting #N

Give as many details as you can about this location in the game. What sets it apart and what is its reason for existing? Does it relate specifically to items, people, creatures or other things?

Other Important Narrative Elements
There are numerous other things that add character and life to the gameworld. What are those for you?

Equipment or "Legendary" Items
Things? Stuff?

Animals Creatures in the World
Non-player creatures? Animals?

Historical Lore
Is there an important history to your world?