Project Vision

# Title: <Title>

# Team

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Degree | Primary Role | Secondary Role |
| <Name> | <Degree> | <Primary Role> | <Secondary Role> |
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|  |  |  |  |

# Project Duration

<Describe your current expectation for the overall development time, e.g. First semester of a two-semester project. All projects for this class are one semester in length, but they may take place in the context of multiple semesters of work. Understand that the next document you create, the Project Brief, will detail your team’s specific plans for this semester. This is not a contract to continue the project in subsequent semesters, should circumstances change.>

# Overview

<Your overview should detail the high concept of the project in three of four paragraphs. Consider a discussion of the core motivations for why a user will enjoy or gain from the experience. Experiential “atoms” and session length are also good subjects to touch on in this section.>

# Genre / Subject

<Game genre or subject focus of the application>

# Target Users

<Discuss who your target audience is and why they will want to engage with your project>

# Platform

<List the devices your project will be developed for, PC, Mac, Android tablet, etc...>

Users

<List the minimum and maximum number of users and any network requirements, if applicable.>

# Inspiration

<Discuss what other products, movies, books, etc. that inspired the design of your project>

# Core Loop

<This is the central focus of the Project Vision. Discuss, in as much detail as possible, the core mechanic of the project. Identify what the user would consider an atom of the experience versus a session. How is the project designed to deliver agency for the users and how you are thinking about pacing / interest curves? Note that this concept applies to all projects, not just games.>

# Mockups

<Early concept art of the project. This could include UI wireframes, concept artwork, screenshots from inspirational references, or any other visual assets what will help communicate your vision to the reader and your team. Consider what could help you explain your vision to your team members and instructors. Note that this applies to all projects, not just games.>