**Team members:**

**Hi-Concept: GAME TITLE**

**Premise** (Which story is being told? – short summary of story)

**Objectives** (What are the goals and the sub-goals of the game?)

Collect the right flowers

**Procedures** (What can be done in the game – what are the abilities of players’ avatar?)

**Character** (Who is the character, what are his/her motives, visual appearance?)

**Core-Rules** (What are the most important rules within the game?)

**Basic Resources** (Resources? if applicable: relation of resources? –– how do the resources help the player to reach the game goals?)

**Conflict** (Conflicts? – which forces operate against the player to reach the game goals?)

**Outcome** (What is the result of the game? Victory- & defeat conditions?)

**Target Audience** (Who should play the game?)

**Game look** (how should the game look like - collect moods)?

**Game interface** (how should the interface look like)?

**Similar games** (collect examples)?

**Unique Selling Proposition** (What’s unique about your game?)