Title Page  
▪ Game Title  
▪ Intended game systems  
▪ Target age of players  
▪ Intended ESRB rating  
▪ Projected ship date  
• Game Outline  
▪ What are the challenges players encounter and the methods by which they  
can over-come them?  
▪ How does the progression/reward system work? How do players grow as  
the challenges increase?  
▪ How does the gameplay tie into the story? Do players encounter puzzles  
that grant access to new areas when solved? Do players have to fight  
bosses that bar their progression?  
▪ What is the victory condition for players? Save the universe? Kill all the  
enemies?  
▪ Collect 100 stars? All of the above?  
• Character(s)  
▪ Character’s backstory  
▪ Concept Art  
▪ Character controls  
• Gameplay  
▪ How is the game divided? By levels or rounds?  
▪ Minigames  
▪  
• Game World  
▪ List environments  
▪ Music used in game world  
▪ Present some images and descriptions of the game world  
• Game Experience  
▪ What do players first see when they start the game?  
▪ What emotions/moods are meant to be invoked by your game?  
▪ How are music and sound used to convey your game’s feel?  
▪ How do players navigate the shell of the game? Include flowchart diagram  
• Gameplay Mechanics  
▪ Mechanics (item or element that players interact with to create or aid with  
gameplay  
▪ Hazards (mechanic that can harm or kill the player but doesn’t possess  
intelligence  
▪ Power-ups (item players collect to help them with gameplay)  
▪ Collectibles (items that are collected by player that don’t have an  
immediate impact on gameplay  
• Enemies  
▪ Boss characters  
▪ Any enemy with AI  
▪ How does the player overcome them?  
• Multiplayer and Bonus Materials  
▪ Any bonus materials  
▪ Unlockables  
▪ Achievements  
▪ Does your game offer multiplayer?  
▪ How many players?  
▪ Can players create and share their own content?  
• Monetization  
What are players buying for their money? Time? Power? Customizat