* GDD of the game the story takes place in



* Summary of the script
  + A brief explanation of what the story is
* Genre of game
  + Explain how the story maps with the game’s genre
* Script components in the following:
  + Main plot
  + Background stories
  + Level/mission stories
* Illustrate how the story maps to the game:
  + Assets
  + Levels
  + Mechanics
* Title comparison
  + Show research in similar titles
    - what stories they developed?
    - How is yours similar/different?
* Real-world influences on:
  + Characters
  + Location
  + Narrative
* Techniques used for storyboarding
* Copyright / legislation
  + How Copywrite applies to game development
  + How to seek permission to use protected elements in a script
* Budget and scheduling considerations in regard to the rest of the game
  + Outline wherein a production schedule writing and implementing a story could take place
  + List the resources needed to implement a story in a game