INTRODUCTION

WRITE THE GENERIC PLOT OF THE GAME

CONCEPT

EXPLAIN THE GAMEPLAY MECHANICS, GENERIC VIEW SUCH AS:

* MOVEMENT
* ATTACHING
* PUZZLES
* FLYING
* COLLECTABLES TO UPGRADE THE MECHANICS, OR GAMEPLAY

# FEATURES

SOMETHING TO HIGHLIGHT THE GAME, THE BEST FEATURES OF THE GAME

* CHOOSE DIFFERENT CHARACTERS TO PLAY

TARGET PLATFORM

WHAT CONSOLE IS IT FOR?

GENRE

WHAT TYPE OF GAME IS IT?

PLATFORM WITH RPG ELEMENTS

TARGET AUDIENCE

WHO IS THE GAME FOR?

CHOOSE A DEMOGRAPHIC THAT MOST WILL PLAY MY GAME

REFERENCE GAMES

WHAT TYPE OF GAMES ARE SIMILAR?

HAVING REFERENCE POINTS IS USEFUL TO DESIGN AND DEVELOP THE GAME

IT ALSO LETS YOU SCOUT THE COMPETITION, WHAT MY GAME STANDS OUT COMPARE TO THE OTHERS