**CS3247 Game Concept**

Required for pitch during lecture

1) Title Section:

* This section should include, name of the game, game genre, platform, and team size and members names.

2) Summary Section (max: 1 page):

* You should present a high level description of the theme, goal of the game, the main characters, the flow of the game, what makes the game unique (use the LENSes to describe), key selling/marketing points and the primary actions the player takes.

3) Description Section (max: 3 pages):

Detailed description should include some of the following...

* The fictional background of your game (what is the background story)? This includes a brief description of major characters in your game.
* What is the goal of the player of the game (how does the player win?)
* What are the key challenges presented to the player?
* How does the player interact with the game?
* How does the player advance the fictional aspects of the game (if possible)? For example, how do they save the princess, or save the world?
* If the game has levels, a brief description of each of the levels.
* If the game is an educational game/serious, describe how it meets its educational goal or its field specific goals.
* If the game is designed for a specific audience (young kids, middle school girls, absent-minded professors), describe how the game has been specifically designed for this audience.
* The significant scenes in the game
* Some simple sketches to help your description (game map, characters ....)

3.1) Game Mechanics & Dynamics

* State your draft game rules (methods designed for interaction with the game state).
* Illustrate a few possible dynamics.
* State uniqueness of the game mechanics/dynamics in your game.

3.2) State Key technical/content focus of your game [select any one from the following]. [State in 2 lines, no details are required at this stage. You can modify/change and provide details during first progress presentation, after term break]

* Game AI - You should implement your own algorithm (should not use game engine library).
* Game Physics - You should implement your own algorithm (should not use game engine library).
* Game Assets - Modelling of Game Objects, Game Sound/Music
* Innovation in Interface - Use of alternate interfaces other than monitor (eg. HMD), key board and standard controllers (eg, Leap motion, Sensors, Vive trackers, etc).