

# One Page GDD

## Concept sketch

## Goal + Description

How would you describe this game to a friend?

## Core mechanics

What 'rules' are most important for this game? (movement, health, exp...)

## Progression + Flow

How does this game engage the player? (levels, history, new content...)

## Aesthetic

How does this game look-and-feel like? (graphics, 2D/3D, music, sound, enviroment...)

## Name

I know, this is always hard...

## Unique selling point

What feature is unique to THIS game?

## Unique selling point

Make some research for similar games

## Unique selling point

'Unique' is the key to selling your game

## Theme + Mood

Where are we? (world, events, characters...)

## Controls

How does the player interact with the game? (sketch)