

Insert Game Title Here

hoanglongplanner

01-01-0001

## Contents

<b>Table of Contents (for Web)</b>	<b>2</b>
<b>Market Analyze</b>	<b>3</b>
Key Selling Point n Unique Selling Point (KSP USP) . . . . .	3
Target Audience . . . . .	3
Game Package . . . . .	3
<b>Game Design</b>	<b>3</b>
Game Content . . . . .	3
Game Mechanics n Features . . . . .	3
<b>Art Design</b>	<b>3</b>
Moodboard . . . . .	3
Style . . . . .	3
<b>Misc</b>	<b>3</b>
Critical Reflection . . . . .	3
Abandon Feature . . . . .	3
<b>References</b>	<b>3</b>

## Table of Contents (for Web)

- [Table of Contents \(for Web\)](#)
- [Market Analyze](#)
  - [Key Selling Point n Unique Selling Point \(KSP USP\)](#)
  - [Target Audience](#)
  - [Game Package](#)
- [Game Design](#)
  - [Game Content](#)
  - [Game Mechanics n Features](#)
- [Art Design](#)
  - [Moodboard](#)
  - [Style](#)
- [Misc](#)
  - [Critical Reflection](#)
  - [Abandon Feature](#)
- [References](#)

## **Market Analyze**

**Key Selling Point n Unique Selling Point (KSP USP)**

**Target Audience**

**Game Package**

- DLC
- Level Pack
- Character Skin

## **Game Design**

**Game Content**

What content presented for the buyer to feel - Level Packs

**Game Mechanics n Features**

**Art Design**

**Moodboard**

**Style**

**Misc**

**Critical Reflection**

Certain design elements

Game feel

Difficulty

**Abandon Feature**

**References**

- [Links here](#)