Game Design Template

Game Title:

Genre:

Platform(s):

1. Game Concept

- Summary:

- Target Audience:

- Unique Selling Points (USP):

2. Gameplay Mechanics

- Core Mechanics:

- Progression System:

- Choice Mechanics:

- Endings/Win Conditions:

3. Story and Characters

- Main Storyline:

- Setting and World:

- Characters:

  - Protagonist:

  - Supporting Characters:

  - Antagonist(s):

4. Level Design

- Level Structure:

- Key Locations:

- Pacing:

5. Visual and Audio Style

- Art Style:

- Color Scheme and Themes:

- Sound and Music:

6. User Interface (UI) and User Experience (UX)

- UI Layout:

- Controls:

- Accessibility Features:

7. Technical Requirements

- Engine/Software:

- Hardware Requirements:

8. Marketing and Monetization

- Monetization Strategy:

- Marketing Plan:

9. Development Timeline

- Milestones:

- Deadline:

10. Additional Notes

- Special Features:

- Risks and Challenges:

- Future Updates: