**NAME OF GAME**

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**Overview**

**Context**

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**Background**

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**General Information**

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**Inspirations**

**Related Games**

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**Player Experience Goals**

**Aimed Overall Experience**

Does your game at pushing the player in reflexion, relaxation, action, stress, contemplation, immersion, etc ...

**Audience And Platform**

**Target Demographic**

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**Potential Competitors**

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**Target Platforms**

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**Gameplay**

**Screen Mock-up**

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**Formal Elements**

**Players:** GGGGGGGGG

**Objectives:** GGGGGGGGG

**Procedures:** GGGGGGGGG

**Rules:** GGGGGGGGG

**Resources:** GGGGGGGGG

**Conflict:** GGGGGGGGG

**Boundaries:** GGGGGGGGG

**Outcome:** GGGGGGGGG

**Controls**

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**Media List**

**Sprites**

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**Sounds**

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