Title		Your Na	Your Name		
			INVENTION TIME		
Tagline		_			
Genre			<b>V</b>		
Platform					
Target Audience			Picture		
Plays like	Popular Game A	meets	Popular Game B or Twist		
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Goal:					
Major Mechanics:					
1.		3.			
2.		4.			
Setting:					
		4			
References		5			
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3.		6.			

Key Experiences	1.				
	2.				
	3.				
Selling Points	1.				
	2.				
	3.				
Rel	ated (	Games:			
1.		Tr. I	D 11: 1 /D 1	DI C C	V
		Title	Publisher/Developer	Platform or Genre	Year
Discussion					
Disc					
2.					
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sion					
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3.		Title	Publisher/Developer	Platform or Genre	Year
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