

Game Name

<Studio name>

<Names of group members>

# 

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# Overview

## Elevator Pitch

<A one sentence pitch for your game>

/ Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds. /

## Genre/s

* <Genre #1>

## Influences

### Influence #1

* <Medium> / Television, Games, Literature, Movies, etc /
* <Explain why this is an influence in one paragraph or less>

### Influence #2

* <Medium> / Television, Games, Literature, Movies, etc /
* <Explain why this is an influence in one paragraph or less>

# Story and Gameplay

## Story (Brief)

<Very brief summary of your narrative premise>

## Character/s

* <Character #1>

## Location/s

* <Location #1>

## Gameplay mechanics (movement, other abilities etc.)

* <Mechanic #1>
* <Mechanic #2>

## Pickup/s

* <Pickup #1>

# Concept Art

## Provide some simple concept art for your game (character, background, gameplay functionality etc.)