General information

Team name: [e.g. Riot Games]

Team members: [names, id.]

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# Your “constraints”

Card(s): [e.g. the hero’s tomb] – specify whether you are using one (and which) or both

Game Genre(s): [e.g. fast puzzle] – specify whether you are using one (and which) or both

“Time”: [e.g. present]

Player mindset: [e.g. casual]

Bartle’s type: [e.g. explorer]

Mode: multiplayer

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Game Design – part 1: concept

Concept: [name of the game, e.g. ICO]

Logline*: e.g. Solve the puzzles or join the tormented souls forever*

## Introduction

e.g. Within a world of enchantment and wonder, evil resides in an ancient castle. Ico, a young boy born with horns, has been expelled from his village and left within this isolated fortress. Embarking on a perilous quest to save himself as well as a beautiful princess. Ico must find a way to escape. However, escaping will be no easy task. Every towering staircase and stone block is a piece of puzzle. Every open window, dangling chain and razor thin escape illuminates another mystery.

## Description (of the game)

## Key features

What makes your game special and sets it apart from other similar games

Platform(s) [e.g. PS4, PC, … justify your choice(s)]

Concept Art

(…. Optional FOR CURRENT RELEASE, MUST BE INCLUDED IN THE FINAL RELEASE OF THE CONCEPT, that should be included in the Game Design Document final version!)

Notes [if any]

Game Design – part 2: formal and dramatic elements

Disclaimer: This is an exercise, not something that you would add to an actual game concept!

Try to describe the game you are conceiving in terms of:

## Formal elements

1. Players

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1. Objectives

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1. Procedures

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1. Rules

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1. Resources

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1. Conflict

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1. Boundaries

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1. Outcomes

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## Dramatic Elements

1. Challenge

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1. Play

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1. Premise

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1. Character(s)

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1. Story

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