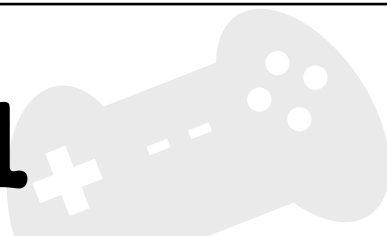




Game doc/ 1



Title

Genre

High concept (the game in one sentence)

Objectives (what does the player have to do in the game?)

Story (is there a story? Maybe a backstory that happened before?)

Environment (where does this all take place?)

Art style (how does it look like?)

Music and sounds (what does it sound like?)

Try to write 3 bullet points for the objectives, story, environment, art style, music and sounds



Game doc/2

Data insight

Source:

Game mechanic

Data insight

Source:

Game mechanic

Data insight

Source:

Game mechanic

Example of a game mechanic in Monopoly: "When landing on a property with a house, the player has to pay rent as indicated on the property card"