**[Game Logo]**

**[Game Title]**

D1. Scope document

[Team members’ names and numbers]

[date and version]Overview of Concept

[Describe your game in two sentences. Include the main objective, genre, story, platform, and any other relevant information.]

[Justify why your game fits the proposed theme]

**Key features:**

[What will be the unique characteristics of your game?]

**Description**

[Describe the actual game to the future players. Include the genre definition. Introduce the target audience. Present the story/narrative, general visual style (look and feel) and game environment. Encompass all the key elements that define the core game play by describing exactly what the player does and sees (for instance, what is he going to do/see after he hits the start button). That is progression, mechanics and actions. Describe the player characters.]

**Technical Specification**

[List all the technical requirements for development and delivery (including software and hardware resources). List the target platform(s). If you intend multiplayer support, indicate that as well.]

**Concept art**

[To the extent possible, include bits of visual and audio art (assets). Introduce the User Interface (flowchart) and game controls.]

Schedule and Deliverables

06/11/2025 D1.1. Scope document (version 1.0)

26/11/2025 D2.1. Game Design Document (version 0.x)

D2.2. First Prototype

18/12/2025 D3.1. Game Design Document (version 1.0)

D3.1. Final prototype

User Stories / F**unctional and non-functional requirements**

First Prototype

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Final Prototype

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**References**

[Add all the information sources that you have used to conceive and design your game]