LEVEL NAME: Concept Document



# Table of Contents

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# Synopsis

High-level overview describing:

* Narrative overview
  + Answer to: Who/Why
  + Objectives
    - Be specific about the long-term goal to achieve
    - Specifically say why the character cares about completing this goal. Make it personal!
* Environments
  + High-level description of the environments to implement
* Gameplay overview
  + Answer to: What/When/Where/How
    - What is interesting about the gameplay that you are designing? What makes it unique?
    - Be specific about the medium-term goal and the complications that they present

# Mission beats

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1. Beat Name | | Difficulty: | 0/10 | Duration: | 00:00 |
| **What happens:** | Overview providing context and narrative | | | | |
| **Objective:** | How to accomplish the medium-term goal | | | | |
| **Location(s):** | Where the beat is going to take place | | | | |
| **Design goal:** | The design reasons behind your choices for this beat  What are you trying to achieve? | | | | |
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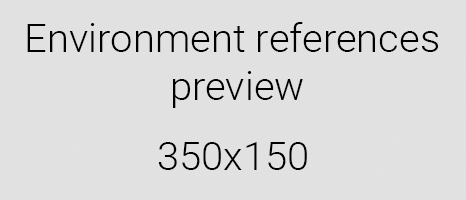
Note: Add/remove beats if needed

# Environments

### Name

Description

Location



### Name

Description

Location

### Name

Description

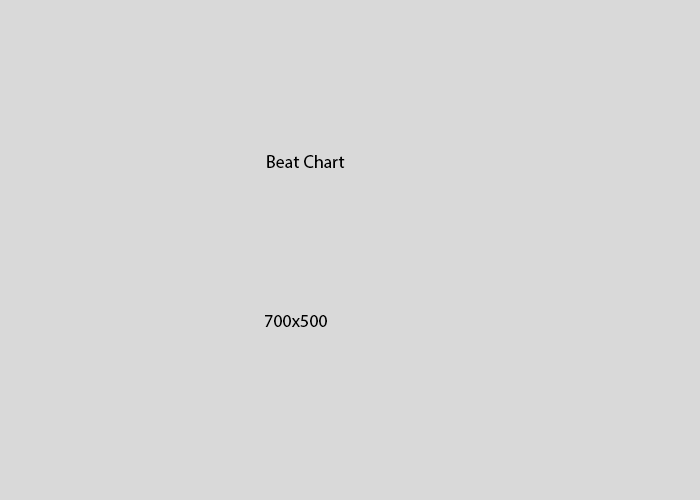
Location

### Name

Description

Location

Note: Add/remove environments if needed

Beat chart