**GAME PITCH PROPOSAL (TEMPLATE)**

A Game Pitch Proposal should be brief (e.g. 9 pages maximum) and clear (e.g. 12 point font). The typical Game Pitch Proposal includes:

1. Cover page: Title of project and group members.

2. Executive summary (1/2 page max): Briefly describe the game in two paragraphs.

3. Game Description (7 page max): Describe the game in greater detail. (Label and include the following 8 subsections listed below)

a. Overview: (1/2 page max) Big picture of the game, main quest, main players, etc. b. The Quest: (1/2 page max) Describe the quest in further detail, obstacles, rewards, and the final objective. Is the game broken into levels or intermediate stages of gameplay?

c. Main Character: (1/2 page max) Describe the main character, powers, change with gameplay, firstperson, third-person?

d. Sketch of Main Character: (1 page max) A sketch of the Main Character.

e. Opponents: (1/2 page max) Describe main opponents, intelligence, attack, hide, or evade?

f. Sketch of Opponents: (1 page max) A sketch of the primary Opponents.

g. Environment: (1/2 page max) Description of the environment in which the game is played, outer space, urban, futuristic, etc.

h. Sketch of World: (1 page max) A sketch of the level in which the game is played.

i. Menus: (1/2 page max) initial menu screen and any options include a sketch.

j. Controls: (1/2 page max) Describe interface (up, down, run, shoot, fast, slow).

k. Sounds: (1/2 page max) Describe background sounds: music, footsteps, Vehicle, Door, etc.

4. Summary (1/2 page max): This is the final sales pitch. Include a brief summary that would make someone want to buy your game!