FixIT

## Tag line

## Elevator Pitch

## Date of last update

# Game Overview

## Game Concept

## Target Audience

## Genre(s)

## Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

## Look and Feel – What is the basic look and feel of the game? What is the visual style?

# Gameplay

## Objectives – What are the objectives of the game?

## Game Progression

## Play Flow – How does the game flow for the game player

## Mission / Challenge Structure / Puzzle Structure

# Mechanics

## Rules – What are the rules to the game, both implicit and explicit.

## Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?

## Physics – How does the physical universe work?

## Economy – What is the economy of the game? How does it work?

## Character / Game Piece movement in the game

## Conflict: if present, how is this modeled?

# Story and Narrative

## Back story

## Plot elements

## Story progression

## Cut scenes -- descriptions include the actors, the setting, and the storyboard or script.

## Accompanying game pieces – story booklets, art work

# Game World

## General look and feel of world

## Areas

## General description and physical characteristics

## How to relate to the rest of the world

## What levels use it

# Characters.

## For each character

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# 10. Design guidelines

## Design Guideline 1:

## Design Guideline 2:

## Design Guideline 3:

## Design Guideline 4:

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