

**Name** This is always hard...

**Designer** That's you!

**Screenshot / Sketch** Show us your drawing skills!

Aspect ratio →

9:16

10:16

2:3

3:4

4:5

Portrait

Landscape

1:1

5:4

4:3

3:2

16:10

16:9

**Description in a tweet** How would you describe this game to a friend and in 140 characters or less?

**Unique features** What parts are unique or better than in any other game?

**Gameplay** How do you play? What are the player's most common actions?

**Controls** Human-game interface

**Background** Where does this game take place? What story does it tell?

**Progression** How does this game keep the player engaged on the long run?

**Goals** Project goals and roadmap

**Aesthetics** How does this game look, sound and feel like?