One-page design document

DO NO REQUEST ACCESS. Go to FILE > Make Copy

Game Identity / Mantra:

List your single sentence description of the game that you will use to guide design decisions. (Example: *Stylized action platformer about a meatball fighting the dinner table.*)

Design Pillars:

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: *Fast. Action-packed. Mayhem.*)

Genre/Story/Mechanics Summary:

List what the game is from a gameplay and/or story perspective. (Example: *This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*)

Features:

List the cool features or unique elements that you want to include in your game.

Interface:

List the player input method, the controls, and how the player interacts with your game.

Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

Music/Sound:

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Development Roadmap / Launch Criteria:

Platform: Steam/Google Play/iOS/Web.   **Audience:** Age/gender/interests.

Milestone 1: Mechanics complete - 0/0/00   **Milestone 4:** Polish complete - 0/0/00
Milestone 2: Boss fights complete - 0/0/00   --------------------------
Milestone 3: Levels complete - 0/0/00   **Launch Day:** 0/0/00