Version: 0.1   Last Updated: 10/17/13

EXAMPLE

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GENRE

Genre of the proposed game goes here.

SYSTEM REQUIREMENTS

What devices are you aiming to develop your game for, as well as potential ports that you aim for post development?

GAME MECHANICS

Game Mechanics should be a concise list of features that make up your game. Such as whether your will be 2-dimension or 3 dimensional, how long the game will take to finish. Depending on the genre it can also state what type of movement the player will be doing, such as tile based movement or free movement, or turn-based movement versus real time movement.

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GAME STORY

This is where you state the main aspects of your story, keep this section small enough to highlight the main parts but long enough to give a clear direction of the story. Your complete story should not be here as this is just a concept guideline. No dialogue should appear here.

GAME CONTROLS & USER INTERFACE

Place the specifics to the controls here, such as what are the buttons to fire the weapons, what the exact buttons are. Also include the different user interfaces that are going to be in your game such as the H.U.D. in first person shooters, or even the store interface if your game has a store.

MONETIZATION

If you do not plan to make any money off this game omit this section. This section details whether the game will be free-to-play, pay-to-play, buy-to-play, or if your game will be some other form of business model. If you plan on doing micro-transactions, or in-app purchases that is also stated here but is detailed in its section.

REPLAYABILITY

What will be key features that will set this game apart and make the consumer want to replay the game. Having this in mind will enhance the game and potentially bring more players to the game by word of mouth.

SEQUEL

Do you plan to make more games under the same title? This section, depending on the company may be necessary. You can even state that it is a possibility if the game is a success.

INSPIRATIONS & EXAMPLES

Place here where you got your inspirations from and can provide a basis that you can stem partial ideas from. It also helps to have a couple examples of games with similar mechanics that are successful here for reference. Be sure to state exactly why they were inspirations or examples and what they do well that make them intriguing games. This section can be optional, and should include pictures of your inspirations and examples.

ASSET LIST

A list or art and music assets that are needed for the game, be as specific as possible, include animations, different sound effects, variations in art this will help the artists and music designers see

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what exactly they will need to prepare for. This list is also not set in stone and can change as development goes on, but it is good to have a decent amount of de