**Quick Concept Format**

**Concept Name:**

What is the name of the concept?

**Core Mechanics**

What is the repetitive activities the player must do?

How does the player keep from losing?

**Progressive Mechanics**

What is the ultimate goal of the player?

What keeps the player playing (e.g. rewards, story, challenges, etc.)?

**Play Mechanics**

How will the player interact with or control the game?

How should this feel?

**Game Play-Experience**

How would the player describe his/her experience?

**Theme**

What is the theme?

What is the style?

**Technology**

What are the software possibilities?

What are the hardware possibilities?