INTRODUCTION

- **Game Title (Logo?)**
- **Graphic**
- **Platform / Gametype**
- **Target Audience**

THE KEY IS THIS: HELP YOUR AUDIENCE TO UNDERSTAND IN AS LITTLE TIME AS POSSIBLE WHAT YOUR GAME IS ABOUT, AND HOW IT WORKS.

5 SECOND PITCH

- Construct a sentence of [the name of the thing you're pitching] and [what it is]

- If you use more than one comma, you're doing it wrong.

GAME WALKTHROUGH

- **Victory conditions**
- **Player Roles**
- **Narrative Elements**
- **Formal Elements**
- **Mechanics**

UNIQUE SELLING POINTS

- **Value propositions (Cultural, Creative Intellectual)**

- **Unique Formal elements**

- **Unique Narrative Elements**

- **Unique Mechanics**

FUTURE DIRECTIONS (OPTIONAL)

- What did you learn that was interesting?

- Where would you take this next?

THANK YOU / QUESTIONS

- **Thank your audience and invite them to give feedback.**

- **The best way to do this is to ask specific questions**

- *This helps to keep the discussion beneficial*

- *Listen to the feedback. Don't argue.*