1. Title and Developer Information
   1. Team name: a name for your group
   2. Game name
   3. Names of all team members and email address
2. Overview of the game (1-3 pages)
   1. Title
   2. Premise (what is game about?)
   3. Overall purpose (entertainment only, or to teach, advertise, etc?)
   4. Platform
   5. Genre of game
   6. Target demographic (age range, gender, experience with games, special niche market?)
   7. Player mode: single or multiple players?
   8. Goal (from user’s POV); what constitutes winning (or losing)?
   9. Basic storyline
      1. where does it start
      2. what are the main “story beats”
      3. in what way or ways does it end?
   10. Major challenges player must overcome
   11. Role of player
   12. User’s POV (first person? third person? Mixed?)
   13. Setting(s) description of all major locations where the game takes place.
   14. Characters: What character or characters does player control? Is the major player- controlled character a shadowy figure or a developed one? If developed, describe personality and appearance (if third person POV is being used). Does user create an avatar or avatars? Can player choose character’s skills and attributes and can they change during game? If there is a major antagonist, describe this character and this character’s motivation. (In other words, what does this character want, and why, that makes him/her an enemy of the player character?)
   15. Describe of all major NPCs.
   16. Structure
       1. how the game is organized (levels? modules? other?)
       2. Do players work through the levels or other structural units in a linear manner, in a particular sequence, or can player move freely among them?
       3. Describe each of your major levels (or other structural units) in terms of the setting, the player’s goal, major challenges, major opponent(s), termination conditions
3. Gameplay (1-3 pages)
   1. Scoring; system of rewards and penalties
   2. Player’s “verb set” – the kinds of things a player can do, such as run, jump, manipulate objects, shoot weapons, kiss
   3. Core gameplay: what kinds of things must player do to win game? (kill enemies, navigate a challenging geography; construct a successful society, solve a mystery?)
   4. Inventory: does player collect items for an inventory? If so, what kinds of items? Time (what role does time play in the game? is there a “ticking clock”? Is the game a “persistent universe”? Can player adjust the time – speed it up, slow it down?)
   5. Lives and powers of main character (will these be a factor in game? If so, describe how these elements will work)
4. Interface
   1. Control devices (i.e. keyboard, mouse, controller, other)
   2. Navigation (menus, icons, maps, etc)
   3. Locomotion (how does user move from place to place?)
   4. Head’s Up Display (HUD) and other ways information will be provided
5. Audio and video; visual/auditory feedback
   1. Video
      1. General look of the game (2D, 3D; Fantasy? Photo-realism? Anime? Classic cartoon look?)
      2. Lighting considerations
   2. Audio
      1. Audio cues
      2. Sound effects
      3. Voice over or dialogue (if dialogue, will player select lines?)
      4. Music
6. Development process
   1. How is your team dividing up the work... what is each member contributing? Be specific.
   2. Timeline for deliverables
      1. When will you complete the various aspects of the game? Start with an MVP (minimum viable product, i.e. “proof of concept”) and expand features from there.