* Title
* High concept / brief description of the game / "elevator pitch"
  + For example: We are making a game about \_\_\_\_\_. The object of the game is to \_\_\_\_\_. It is played by \_\_\_\_\_\_\_. It is differentiated from other similar games by \_\_\_\_\_\_\_.
  + ^^ That is an example of what the pitch might be, feel free to alter
* In depth concept
  + Genre
  + Game Premise
  + Scope and learning objectives (what are you getting out of this?)
  + Target audience
  + Play mechanics/gameplay description
  + Thematic concepts
* Visual reference (drawings or images from games with the same art style you will use)