



<div>Overview Name Genre(s)</div>	<div>Objective & Structure What is the player trying to achieve? What are the moment to moment goals? How is the game structured?</div>	<div>Mechanics Introduce the primary and secondary actions of the game</div>	<div>Controls / Components Introduce the control scheme List the Components</div>	<div>Characters Avatars, protagonists, antagonists and NPCs</div>
<div>Inspirations What is it similar to?</div>				
<div>Player Experience How does it feel to play the game?</div>			<div>Style Introduce art and audio style</div>	
<div>Differences What makes it unique?</div>				
<div>Setting & Theme Where is the game set? What is the world like? What are you trying to express?</div>		<div>Story / Reward What is the arc and story of the game? What draws the player forward?</div>		