Game Design One-Sheet Template

Be prepared to justify <u>every</u> <u>single</u> <u>design</u> decision. Ask yourselves: How does it serve the game's **design goal**?

Game Title	e.g., Tetris
Team Team Name. Team Members. Roles	
Design Goal Use specific language with 6 words or less.	e.g., geometry-based endurance game of clearance
Platform (Desktop, Console/Controller, Mobile/touch, Tabletop, Arcade, Other (specify))	
General Description Background/Story/Synopsis	
Outline Developments? Progression?	
Core Mechanics How is it played? What are the player's goals? Challenges?	
Target Audience How will you target this audience? Why will they play your game? What are the <u>unique</u> selling points?	
Why? Why should this game exist? Why will your audience play it? Would you download, install and play it?	
Precedents / Inspiration	
Current Development Status	
Development Timeline	

| Development Platform (Desktop, Mobile) | |