

# **BONUS LEVEL 1**

## **THE ONE-SHEET SAMPLE**

The following are examples of one-sheet templates used for creating a concept overview. The one-sheet template is a very important document; not just for the team and managers to “be on the same page” with the project priorities and objectives, but as a tool to pass on to management, marketing, sales, licensors, and get them excited about your game.

Ultimately, the style in which you create the one-sheet doesn't matter as much as the information in it. The first example is a text-only version, while the second adds images. No matter what the format, keep them short and informative.

Reiterate the points on the one-sheet every time you talk about the game. You'll know when it eventually sinks in to your team mates when you talk to them about a design feature and they reply with “But that's not what it says on the one-sheet” and they're right. Consider it a victory. (We designers need to take them where we can!)

## **Farm Wars** (game title) concept overview

**XBOX LIVE/WII WARE/PS3 Download** (Game platform)

**Target Age: 15-21 (target audience)**

**Rating: E10**

**Game Summary:** Old MacDonald has a farm... and those animals are fed up! Tired of being exploited, the animals build cybernetic death armor and attack! Farmer MacDonald must fight frenzied waves of killer cows, sinister sheep and crazed chickens to protect his produce. Sell your crops to upgrade the farm and buy weapons! Farm as well as you fight, otherwise you'll "buy the farm!" **(Include the beginning, middle and end of the game story, give an indication of the game play style, the player's objectives and elements. Keep it short and sweet.)**

**Game Outline:** Players create and maintain a basic farm, plants and cares for crops during the *Farming Round*. Enemies attack during the *Battle Round*. Harvest and sell remaining produce during the *Selling Round*. Use profits to buy new seed, rebuild your farm and upgrade your weapon in the *Buying Round*. After a *Season* (4 sets of 4 rounds), the player fights a boss to progress to the next Season. Later seasons will feature weather that will affect farming, selling and battle rounds. **(Don't go into great detail, but it needs to be more in-depth than a summary.)**

### **USP (Unique Selling Points)**

- RTS action meets farming simulation!
- Build and breed unique farm, weapons and crops. Hundreds of combinations!
- Over 50 weapons from a simple hoe to the DeathBringer3000!!
- Fight hordes of enemies and bosses!
- Multiple game endings based on player's performance.
- Multiplayer "Barnyard Brawl" battle mode.

**(Use USPs to highlight cool and unique features – game play style, game modes, single or multiplayer, technology innovations, cool features. There shouldn't be more than 5-7 of these)**

### **Similar competitive products:**

*Tower Defense, Harvest Moon series, Lock's Quest*

**Choose competitive products that are successful, recent or very well known - preferably all three.**



Maximo's appearance reflects his status!



### MAXIMO:

- More Heroic - Maximo has to save others not just his own skin!
- More attack moves! Cool Combat Moves & combos, simple to command!
- Get Stronger! - Build up your character with the new experience system to gain effective and powerful abilities, armor and new weapons!
- Responsive movement and combat feel - Satisfying to play controls
- Customize your character with unique boxes and abilities!

### Maximo's character image:

- He's Brave, Heroic and Impulsive!
- He's a man of action! Physical in nature.
- Will always do the right thing even if it's to his disadvantage.

### Maximo's telling character traits:

- He is always holding a sword
- He fights even in his underwear
- He has Death as a companion

### THE ARMY OF ZIN

- Created by the famous artist Susumu Matsushita
- Unique, marketable and Very Cool
- Enemy Variety - Different size, shape, movement and method of attack and defeat.

### FUN TO PLAY AND EASY TO GET INTO!

500 years ago the Army of Zin attacked! The forces of man rallied and in a great and terrible battle the Zin were defeated and placed in the Great Vault. There they tick away the centuries waiting to freed so they can march once more.

### Collect Death Coins to play as DEATH!



Grim finally shows his true nature as the reaper, an invulnerable and unstoppable floating force!!

Innocent and not so innocent characters for Maximo to interact with and rescue!



Keep collecting Koin's to buy unique items!



## A Compelling Story, A mystery that unfolds thru cinematic and puppet story sequences

Excitement! Fun! Heroic!

# MAXIMO VS The ARMY OF ZIN

A Single Player Combat / Action Game!

The Sequel to Maximo: Ghosts to Glory

### The Second Saga Begins...

Eight months have passed since Ghosts to Glory and Maximo and Grim have searched in vain for Sophia.... Their search is suddenly interrupted when they encounter a maiden menaced by a strange "clockwork" monster....

Jump over obstacles and beat the crap out of stuff with style!



### The Besieged village:

This once peaceful village is bombarded into ruin by the army of Zin. Maximo must search out the mysterious Gearmaster who lives in the dark forest.

Cool dark atmospheric stylized creepy environments!



### The Haunted Forest:

Maximo must brave the horrors of the haunted forest where even the trees don't want him to leave alive. Maximo learns about the Zin from Tinker, the cute and intelligent Gearmaster, before being abducted by Lord Bane.

Hazardous obstacle courses and physical puzzles!



### The Crystal Mountains:

Maximo will have to cross leetering bridges and crumbling paths to reach Castle Hawkmoor and the great Vault. Maximo duels with his old rival, the Baron, to gain access to the Great vault.

Active environments that move and change as you smash stuff!



### The Dead Sea:

The Dead Sea has been sucked dry by the Zin Fortress and the mysteries of the deep uncovered. Maximo must battle his way to the Soul crusher.



### The Zin Fortress:

Maximo must survive the grinding gears to rescue Tinker, destroy the soul crusher and the soul stones that power the Army of Zin.

Unexpected game play situations, enemies and story twists!