

Game Name

XX.XX.20XX

**─**

Your Name

# 

# Changelog

|  |  |  |
| --- | --- | --- |
| **Version** | **Date** | **Changes** |
| 1.0.0 | XX/XX/20XX | Initial Setup |
|  |  |  |
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# Overview

## Elevator Pitch

<A one sentence pitch for your game>

/ Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds. /

## Genre/s

* <Genre #1>
* <Genre #2>

## Influences

### Influence #1

* <Medium> / Television, Games, Literature, Movies, etc /
* <Explain why this is an influence in one paragraph or less>

### Influence #2

* <Medium> / Television, Games, Literature, Movies, etc /
* <Explain why this is an influence in one paragraph or less>

# Themes and Gameplay

## Project Brief

<The Summary or TL;DR version of below>

## Core Gameplay Mechanics (Main abilities, Movement Options etc.)

* <Mechanic #1>
* <Mechanic #2>

## Additional Gameplay Mechanics (Stage Specific Mechanics/Temporary Gameplay Mechanics)

* <Mechanic #1>
* <Mechanic #2>

# Milestones

## <Milestone #1>

* <Milestone #1>

## <Milestone #2>

* <Milestone #2>

## <Milestone #3>

* <Milestone #3>

## <Milestone #4>

* <Milestone #4>

# Manual

Create a short manual instructing the players on how to play your game. Include screen shots and written steps to follow.