**GAME NAME (short pitch fraze)**

| Platforms |  |
| --- | --- |
| Price |  |
| Playtime |  |
| Age rating |  |
| Release date |  |

**Game Pitch**

(Between one and three sentences that you can use to sum up your project to another person. This should try and sell them the idea for your game, and make them excited about it.)

**Game Systems**

(A list of core gameplay systems that are most important to your game. Make sure to list all the systems that are unique to your idea. You don’t need to list every system of your game in detail. If you’re making an AAA FPS project, the “FPS Mechanic” will

be enough)

**Gameplay**

(Detailed description of the gameplay loop in your game. Try to write it down from the perspective of observing the Player that plays your game.)

**Story**

(If your game has a story, write its summary or a premise here. If your game doesn’t have a story that will be presented to the Player, it is good to think of one anyway. It might inspire your later choices when designing the game.)

**Objectives**

(List the main objectives that will be presented to the player, i.e. “Beat the platforming levels”, “Save the princess” or “Defeat the bosses”.**)**

**Unique Selling Points**

(List here what makes your game unique. Maybe it is a unique medieval art style, do you have an engaging narrative? Is the game happening in a unique world filled with wonders? Or maybe you have an innovative idea for a gameplay mechanic. List it here.)

**Target Audience**

(Think about who are you aiming to sell your game to. Is it a specific age group? Maybe you hope your game will appeal to people with specific interests. Think about who your core audience is so you can build the community and market your game more efficie

ntly)

**Competitive Products**

(Try to find some other games that are similar or competitive to yours on the market. Research if they sold well and why they did (or didn’t). They don’t need to be exactly the same, maybe they use a similar mechanic. You might be able to draw some inspiration from them or reach their community to build yours.)

**Supplemental**

**Art**

(Provide some screenshots/graphics/photos/etc here that will allow you to imagine the art style of your game. Or they might be something that you draw inspiration from. These do not need to be only screenshots from the game, they can also be some photos of

the real world, or other media.)