

Title Page with game title and your name - and image that evokes game feel

Overview

Theme / Setting / Genre

- <i.e.> Single-player platformer set in seething swampland

Core Gameplay Mechanics

- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>

Influences

- <Influence #1>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - /Explain why this is an influence in 1 Paragraph or less/
- <Influence #2>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - /Explain Why in 1 Paragraph or less/

The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your are pitching your game to an Venture capitalist during an elevator trip. You have less than 60 Seconds.

Project Description (Brief):

<2-3 Paragraphs >

<Describe the origin of your idea and how it was informed by the class readings and analysis of the games we played in class - cite sources as appropriate>

This section should include your brainstorming Mind Map.

Project Description (Detailed)

<minimum 4 paragraphs that describe the whole game as you envision it and explains which part of the game you are going to describe in detail in this document>

<i.e. The platformer will have at least 6 levels in different parts of the swamp with increasingly challenging physical challenges (jumping and swimming, and scary bosses. The design documentation below provides details for level one >

What sets this project apart?

- <Explain why this game is different and what experience you will provide the player that is different from existing games. Avoid very common tropes like..."in a post-apocalyptic world where" unless you are specifically subverting a genre (i.e. FPS with no killing)>
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- <Reasons >

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>
 - <Details>
/Describe in 2 Paragraphs or less/
- <How it works - technical challenges to building it>
- <Core Gameplay Mechanic #2>
 - <ditto>

Story and Gameplay

Story (Brief)

<The Summary or short version of below>

Story (Detailed)

<Go into detail - don't say "there will be a story" you actually need to have the story in this document >

<If your game is fundamentally an interactive narrative, you can build it out in Twine and put a screenshot of the map here.>

Gameplay (Brief)

<The Summary version of below>

Gameplay (Detailed)

<Go into detail - don't say "there will be puzzles" this document must actually show what the puzzles are, how they relate to the game theme and why it will be interesting/important for the player to solve them.

If the game is level-based, have detailed sketches for at least one of the levels that shows exactly how the player will traverse the level, where there are places to interact, what the player can do, and how the player wins and loses.

>

Assets Needed

- 2D

- UI/UX

- Use this section to explain how you will provide players with feedback that lets them know how they are doing, what you want them to do, how you reward/punish behaviors, and progress towards game completion. Explain how you are motivating the player to keep playing.

- Characters and Environment if game is 2D

- 3D

- Characters List

- Character #1
- Character #2
- Character #3
- etc.

- Environmental Art Lists

- Sound

- Animations, Cutscenes, etc.

Appendices

- Game Map
- Flow Charts
- Playable Prototype
- Description of Playtesting Experience
- Usability/Playtesting summary with focus on negatives and ways to improve