

### **What are the Requirements and Limitations with this game?**

Requirements are the things you wanted to accomplish from the very beginning, the reason you want to make the game and also anything that external entities require. An example of an external entity would be a publisher demanding a certain feature be included for you to get the funding.

Limitations could come from the engine, the interface method for the game, an external source such as a publisher and a multitude of other places

### **What are the goals of the game?**

- Goals can vary greatly but there are a few goals that I always like to write down and keep in mind.
- The game should be fun!
- Keep the game simple to play, difficulty to master (simple controls, complexity in the system)

### **How will the player interface with the game?**

This is how you intend the player to play the game and will effect many decisions moving forward, possible values are, but not limited to:

- Keyboard + Mouse
- Controller
- Keyboard only
- Mouse only
- Text only
- VR Roomscale
- Neural Interface

### **What Genre will the game be?**

This is good to define early so everyone working on the game is on the same page, we have talked about genre's before but this can also include tags for the game style

### **How does the game progress?**

This could be:

- Free Roaming - Free roaming destinations where player is limited by their own level (strength) or the environment primarily in the sandbox games such as Kenshi, Warband, Rimworld and the like
- Story Driven/Episodes - This is most RPG's where your mostly limited by your strength still but guided by a plot such as Final Fantasies and most RPG's
- Stages - More of an arcade style such as Metal Slug and Ninja Gaiden where each stage contains what the stage needs
- Static/Idle - A more recent advent such as clicker games, idle games where your numbers build, works well in PvP situations and is what we will be using here!

**Who are your major characters/units/game pieces?**

This is important to understand as a concept but does not need to be in stone yet. It will be hardened and changed a lot as the story is fully written for the game and fleshed out. If you already have the story written then this part is easier.

Some other good questions we do not need to cover but should bring up:

**Who is your target audience?**

Always keep this in mind when building a game and build it FOR them, not you

**Will you need an engine?**

You almost always will need an engine, but the engine you choose is going to greatly affect your Requirements and Limitations