

Game Design One-Sheet for **Why Though**

Everyone: "Okay but why though?"

Be prepared to justify every single design decision. Ask yourselves: How does it serve the game's **design goal**?

Game Titled	Why Though
Team Team Name. Team Members / Areas of Expertise. (if applicable)	Shakk - Game director, lead writer, narrative designer Rhina - Lead artist, sound design Marlon - Lead programmer, sound design
Design Goal Use specific language with 6 words or less.	Text based interactive fiction
Platform /Control Scheme Keyboard & mouse (PC/Mac), controller (console or PC/Mac), touch (mobile), etc.	Keyboard & mouse (PC/Mac/Linux)
General Description Background/Story/Synopsis	Little Red Riding Hood is lost after partying with a nomadic colony of fairies. As thanks for being an awesome guest, two fairies tag along with Little Red. Along the way, Little Red will encounter familiar faces, and some unfamiliar, and make very, VERY, questionable decisions to overcome many obstacles in her quest to find her way home.
Game Outline What happens over the course of the game?	The game progresses with each new area Little Red travels through. Every area has an obstacle(s) that Little Red must overcome to progress. Different choices offer non-linear paths.
Core Mechanics How is it played? What are the player's goals? Challenges?	This game is played primarily through selecting dialogue and action options. You can select the fairies to get hints and tips about the current situation. The player's only goal is to reach Little Red's home without getting a premature bad end. The primary challenge to the player is themselves. How reckless can the player be before it catches up to them.
Target Audience How will you target this audience? Why will they play your game?	Enjoyers of fairytales and surreal humor will appreciate the lighthearted tone of the narrative that simply refuses to use sane logic and reasoning for such a simple goal.
Precedents / Inspiration	- Matthew's Global Game Jam 2023 entry - The "y tho" meme - Conker's Bad Fur Day - I Hate Fairyland

Why? / Unique Selling Points Why should this game exist? Why will your audience play it? Would you download/install/play it? What are the unique selling points?	- Strong descriptive writing - Whimsical tone* - Branching pathways offering non-linear gameplay with multiple different endings - Questions the morality and necessity of the player's choices - Uses public domain characters <i>*Domain Expansion: Little Red Goofy Hood</i>

Development Tools/Technologies	Ren'Py, Twine
Current Development Status (if relevant)	Conceptual
Development Timeline/Outline (if relevant)	TBD

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.

THE ANATOMY OF A KILLER ONE-SHEET

A CATCHY HEADLINE

Humans are emotional buyers and have short attention spans. Craft a strong headline that taps the emotions of your audience and entices them to read more!

STEP
01



STEP
02

ENGAGING CONTENT

Don't be boring. Standard business copy won't cut it. Be clear, concise, and focused, but write in a creative and captivating way.



POSITIVE TESTIMONIALS

Ask a former client, employer, or co-worker for a reference to include. These positive testimonials are a powerful credibility-booster!

STEP
03



STEP
04

PROFESSIONAL DESIGN

Design can make or break your one-sheet - don't skip it! The design should be simple and should represent your brand while showcasing your content.



CLEAR CALL TO ACTION

Be specific and direct with what you want your reader to do after reading your one-sheet. Offer them something of value if they call, email, etc.

STEP
05



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