<Your Game Name Here>

<Your Company Logo Here>

Revision: 0.0.0

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre
- <Insert Theme here>

Core Gameplay Mechanics Brief
- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>
- <Gameplay Mechanic #3>
- <Gameplay Mechanic #4>

Targeted platforms
- <Example Platform #1 Here>
- <Example Platform #2 Here>
- <Example Platform #3 Here>

Monetization model (Brief/Document)
- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)
- <Link to Monetization Document>
(How do you plan to monetize the game?)

Project Scope
- <Game Time Scale>
    - Cost? (How much will it cost?)
    - Time Scale (How long will it take to make this game?)

- <Team Size>
    - <Core Team>
        - Team Member name?
            - What does he/she do?
            - <Cost to employ them full time or part time>
        - etc.
        (List as many core team members as you need to)
    - <Marketing Team>
        - Team Member name?
            - What does he/she do?
            - <Cost to employ them full time or part time>
        - Etc.
        (List as many marketing team members as you need to)
- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

Influences (Brief)

- <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/
    - /Explain why this is an influence in 1 Paragraph or less/

- **<Influence #3>**
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - /Explain why this is an influence in 1 Paragraph or less/

- **<Influence #4>**
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - /Explain Why in 1 Paragraph or less/
    - /Explain why this is an influence in 1 Paragraph or less/

The elevator Pitch

<A one sentence pitch for your game.>
Pretend that your were pitching your game to a executive going to the elevator.
You have less than 60 Seconds.

Project Description (Brief):

<Two Paragraphs at least>
<No more than three paragraphs>

Project Description (Detailed)

<Four Paragraphs or more If needs be>
<No more than six paragraphs>

What sets this project apart?

- <Reason #1>
- <Reason #2>
- <Reason #3>

- <Reason #4>
- <etc.>

Core Gameplay Mechanics (Detailed)

- **<Core Gameplay Mechanic #1>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **<Core Gameplay Mechanic #2>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **<Core Gameplay Mechanic #3>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **<Core Gameplay Mechanic #4>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

Story and Gameplay

Story (Brief)

\<The Summary or TL;DR version of below>

Story (Detailed)

\<Go into as much detail as needs be>
        \<Spare no detail>
\<Use Mind Mapping software to get your point across>

Gameplay (Brief)
\<The Summary version of below>

Gameplay (Detailed)
\<Go into as much detail as needs be>
        \<Spare no detail>
\<Combine this with the game mechanics section above>

Assets Needed

- 2D
        - Textures
                - Environment Textures

- Heightmap data (If applicable)
    - List required data required - Example: DEM data of the entire UK.
- Etc.

- 3D
- Characters List
    - Character #1
    - Character #2
    - Character #3
    - etc.
- Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

- Sound
- Sound List (Ambient)
    - Outside
        - Level 1
        - Level 2
        - Level 3
        - etc.
    - Inside
        - Level 1
        - Level 2
        - Level 3
        - etc.

- Sound List (Player)
    - Character Movement Sound List
        - Example 1
        - Example 2
        - etc.
    - Character Hit / Collision Sound list

- Example 1
- Example 2
- etc.
- Character on Injured / Death sound list
    - Example 1
    - Example 2
    - etc.

- Code
  - Character Scripts (Player Pawn/Player Controller)
  - Ambient Scripts (Runs in the background)
      - Example
  - NPC Scripts
      - Example
      - etc.

- Animation
  - Environment Animations
      - Example
      - etc.
  - Character Animations
      - Player
          - Example
          - etc.
      - NPC
          - Example
          - etc.

Schedule

  - <Object #1>
      - Time Scale
          - Milestone 1
          - Milestone 2

- Etc.

- **\<Object #2\>**
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

- **\<Object #3\>**
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

- **\<Object #4\>**
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.