



**WINGS** invests in premium indie games by teams where women and other marginalised gender developers have key positions. You can see our application form questions below.

To pitch, visit [wingsfund.me/pitch](https://wingsfund.me/pitch) | Questions? [contact@wingsfund.me](mailto:contact@wingsfund.me)

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## Let's Begin!

This is the part where we get to know each other!

We'll ask you a series of questions about your game, which will help us understand your vision before moving on to the next phase, where our Selection Committee will review your application.

*Everything supplied is kept strictly confidential and secure.*

1. We are WINGS. What's your first name?
2. Nice to meet you \_\_\_\_! What's your last name?
3. How can we reach you? (Insert email address)
4. We are curious, how did you find out about WINGS?
  - a. Twitter
  - b. TikTok
  - c. Facebook
  - d. LinkedIn
  - e. Web Search
  - f. Game related Channel, Discord, Newsletters
  - g. I met WINGS at a game event
  - h. Via WINGS Award
  - i. A studio already working with WINGS
  - j. From Breakfast with WINGS
  - k. Via my network
  - l. Press
  - m. Steam Women's Day Sale
  - n. Other WINGS related event
  - o. Other
5. What is your company/studio name?
6. Which country are you located in?
7. Which city are you located in?
8. WINGS invest in games made by women & other gender marginalized developers. Please tell us, what makes your team diverse?

**List all your team members with their pronouns (she/her, they/them, he/him, etc), plus the roles they have in development.** (Feel free to add links to pages or documents to expand on

each team member, as well as any diversity-related mission statements your team may hold true.)

9. Alright, now onto your game. What is the name of this beauty?
10. What genre is it? (RPG, action-adventure, narrative etc)
11. What engine or development software are you using to build your game? (Unity 3D, Unreal, etc.)
12. What is your elevator pitch for the game? (Please summarize the whole concept in one sentence.)
13. Do you have a trailer for the game? We would love to see it. (Insert YouTube/Vimeo/Dropbox URL, and password information if necessary)
14. Time for the main event - your prototype! This is our favourite bit. (Please link to a folder containing your demo/prototype file and instructions on how to run it, or keys for Steam – we need 10 keys)
15. Thanks so much for sharing . We would love to see a pitch or presentation of the game - please link to it here. (Formats accepted: Google Slides, PDF, Notion Page or similar. Video files are not accepted.)
16. What platforms have you budgeted to release on?
  - a. PC
  - b. XBOX
  - c. PlayStation
  - d. Nintendo
  - e. Mobile
  - f. VR
17. What platforms would you also like to release on?
  - a. PC
  - b. XBOX
  - c. PlayStation
  - d. Nintendo
  - e. Mobile
  - f. VR
18. Now let's talk timelines - when are you planning to release the game? And how far down the development schedule are you right now? (If you have a link to a schedule, we'd love to check it.)
19. We have come to the subject of money. Please share a link to your budget breakdown (\*Please include the currency you are using)
20. How much investment would you need from us?
21. One more money question, then we move on - do you have any other investment secured already?
22. What will be the price point of your game? (Please include the currency you are using)
23. How many copies of the game are you expecting to sell? (Feel free to link to a document to add detail.)
24. How are you planning to reach your audience? (Events, Media channels, Communication beats, etc) Please share a link to your marketing plan.
25. Do people know about your game already? (Awareness could include awards, social activity, Steam wish lists, demo downloads, trailer views, etc.)
26. We'd love to check out the socials for your game or studio (Drop us a link to your TikTok, Bluesky, X (Twitter), Instagram, etc)
27. If there's anything else you'd like us to see, please add detail or a link here and we'll poke through it:

28. Thank you! If you like, use this space to give feedback and let us know how we could improve our application process. (We want to make this easy, so any feedback on our application process is welcome.)