

LTG7 Project Goals

Experience

List experience goals here: for example, what emotions should the player feel, what will they think / imagine / remember / desire, physical experiences

1) **NEEDS TO BE COMPLETED**

Design

Target Hardware: *What platforms are we building for?*

Windows, Mac, Linux - daniel

Game Mechanics, Verbs, Activities: *What is the player doing in our “core” gameplay loop (30 seconds of fun)*

NEEDS TO BE COMPLETED

Control Schemes: *What are the input devices? (keyboard + mouse, controller)*

NEEDS TO BE COMPLETED

Genre: *e.g. Platformer, FPS, looter-shooter*

NEEDS TO BE COMPLETED

Subject Matter: *Literally: what is the game about?*

NEEDS TO BE COMPLETED

Theme: *Deeper topic addressed by game narrative - what are the underlying themes that are pervasive in the game. For example: “Trust and Betrayal”*

NEEDS TO BE COMPLETED

Art Direction Goals: *Literally: how do we want the game to look.*

NEEDS TO BE COMPLETED

Audience

Who is our target audience? Start here:

The possible audience for our game is...

NEEDS TO BE COMPLETED