<Your Game Name Here>

<Your Company Logo Here>

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[- 2D](#_1wb69txjqarm)

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# 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.