<Your Game Name Here>

<Your Company Logo Here>

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# Overview

## Interaction Model / Theme / Setting / Genre

<Insert Interaction Model here>

<Insert Theme here>

<Insert Setting here>

<Insert Genre here>

You could also include art style and if 2D or 3D.

## Design brief

You are an apprenticeship games designer working for games developer **SLC Studios** in the East Midlands.

Your manager has asked you to plan and develop a new concept for a video game inspired by the TV show **Stranger Things**. This will be a 3D game created using the Unreal Engine with custom created 3D models, other royalty free assets can also be used. This game will be developed for Windows PC but should consider the possibility of ports to consoles and mobile devices.

## How does your game idea link to the design brief?

- <Particularly focus on how this game is inspired by Stranger Things>

## 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)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

## 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?

(List as many core team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Software costs>

- <Unreal Engine royalties>

- <Cost of publishing to steam or other platforms>

- <Total Costs with breakdown>

- <How much will the game cost to produce?>

## 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>

# 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

- Character Textures

## - 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 Blueprints (Player Pawn/Player Controller)

- What game mechanics does the main character have?

- Game Mechanic Blueprints (Runs in the background)

- Example

- Environment Blueprints

- 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.