OVERVIEW

### One Sentence Slam Dunk

Sell the game to a videogame executive in a single sentence. This one sentence should answer all of the big questions: Who am I in this game? Where am I in this game? What do I do? How do I do it? The slam dunk should paint a picture of a game that players want to play, that we want to make, and that marketing wants to sell!

### Game Vision

In three paragraphs describe the overall vision of the game with as much clarity and detail as possible. This should clock in at around 250-300 words. While the one sentence slam dunk is what one might find on the back of the game’s box or in a commercial for the game, the game vision is the summary of the entire game design.

### Game Audience

Who is this game designed for? Who is going to buy this game? Who is going play this game? How old is he? What game systems does he own? What other games does he play? Is he even a he… or is he a she? Who will playtest the game during development?

|  |  |
| --- | --- |
| Audience: |  |
| Genre: |  |
| Platform: |  |
| Property: |  |
| Expected ESRB Rating: |  |

GAME DESIGN

### Game Scope

How large is this game? How much content is there? If it’s a level-based game, how many levels are there? If it’s a character-based game, how many characters are there? If it’s minigame-based, how many minigames are there? What’s the production quality bar we’re trying to hit? How does the game scale up or down based on the budget or DLC?

### Core Mechanics

What are the four-to-six most common actions that players perform in this game? List the mechanics in order of importance. Core mechanic #1 is what the players do the most, with core mechanic #6 being the action that the players do the least. Detail how players performs these actions and how these actions support the theme of the game. The core mechanics should have a variety of play-styles (they should not all be variants on shooting, for example)

### Secondary Mechanics

What are the four-to-six secondary mechanics in the game? These are the mechanics that reinforce the theme of the game, but if were cut would not ruin the overall experience. Similar to the core mechanics, list the secondary mechanics in order of most important to least-important. Detail how these secondary mechanics work and where they compliment the core mechanics. (A good example of a secondary mechanic is customizable characters; it’s not core in most games.)

### Metagame

What is the ultimate goal for the players? How do the players “make progress” in the game? What are the consistent rewards players are working towards achieving? How does the game ramp up in challenge and difficulty as the players progress? How do all of the mechanics work together to create a cohesive experience in support of the metagame? How does the metagame support the story, and vice-versa?

Art Direction

### Art Style

What does this game look like? What is the consistent visual style that ties all of the elements of the game together? What do the characters look like? What do the environments look like? What will players see in this game that they haven’t seen before? What does the game not look like?

### Art Example

What is the single key-art image for this game? What picture will sell this game? What parts of the vision, core mechanics, art direction and humor can we summarize with a single awesome picture?

Technology

### Core Relevance and Competencies

Which game design features represent core competency and comfort level for the studio? Are there specific developer technologies that will boost quality of features? Which specific execution will be most appreciable to the player in the final product?

### Technology Scope

Will the scale, ambition, and execution of this title be adequately addressed by the technology as it stands today? Are there interesting or breakthrough ideas in the game scope that have been tried or experimented with in the past? Is the focus on the game technology directed primarily at providing compelling content and visuals, or interactivity and behavior?

### Technology Stretch Goals and Vision

Will technology be pushed and enhanced for this title to do something we’ve not seen before? I.e. which game features will be supported by new techniques and implementation? How will technology be used to deliver the core mechanics to an exceptional quality? What specific game design features represent a degree of new development and invention on the part of the developer?

THEME

### Story, Characters, and Setting

What makes up the universe of this game? What is the overall story that the players are involved in? Who are the main characters? The main character doesn’t have to be the sole player-controlled-character. The main character can be one of many characters the players control (Arthas), a sidekick (Han Solo), a mentor character (Gandalf), or even a villain (Darth Vader, Ursula). Where is the game set? How do these locations support the player’s progress through the game? Do the story, characters and setting all support the theme of the game?

Closing Summary

### Goals

What are our overall goals in creating this game? In many ways this is a follow-up question to the “why” section of the One Sheet. Cover not only the goals, but also how we think we can achieve them, and how we’ll measure our success towards the goal.