GAME IDEA DOCUMENT

GAME TITLE
(POSSIBLE NAMES FOR THE GAME)

GENRE
(HOW WOULD YOU DESCRIBE IT BRIEFLY?)

SETTING
(TIME & PLACE)

EMOTIONS
(WHAT DOES THE PLAYER FEEL?)

VERBS
(WHAT DO YOU DO IN THE GAME?)

VISUAL STYLE
(2D, 3D, HAND-DRAWN, DARK, STYLIZED, ...)

STORY
(PREMISE, TWIST & ENDING)

UNIQUE FEATURES
(WHAT MAKES IT SPECIAL?)

SOUND
(AMBIENCE AND SOUND EFFECTS)

MUSIC

TARGET AUDIENCE
(WHO WOULD LIKE THE GAME?)