

TITLE			MAIN AIM		
ID			MAIN MECH TO ACHIEVE AIM		
THEME		GENRE	ENABLERS		BLOCKERS
			ACTIVE		ACTIVE
			PASSIVE		PASSIVE
VISUAL STYLE			CORE LOOP		
MUSIC & SOUND STYLE			WIN CONDITION(S)		
			LOSE CONDITION(S)		
STORY			FEATURES		
AUDIENCE		PLATFORM	TEAM		PERSONAL DEV GOAL

TITLE Current working title			MAIN AIM What is the main thing the player is trying to achieve in the game world?			
ID A single sentence summary of the game			MAIN MECH TO ACHIEVE AIM What is the main method/action the player must take to achieve that aim?			
THEME The main theme. Any sub-themes.		GENRE The main genre. Any sub-genres or cross-overs.	ENABLERS		BLOCKERS	
			ACTIVE	Actions the player takes to help achieve the main aim.	ACTIVE	Anything that actively tries to stop the player achieving the main aim, e.g. hostile enemies.
			PASSIVE	Events/objects/opportunities, things that happen, things that are found in the game that enable the player to achieve the main aim.	PASSIVE	Obstacles that get in the way of the player's ability to achieve the main aim. Can be overcome (locked doors) or not (time limits).
KEY PILLARS						
Key emotions/ experiences you want for the player.	Keep them short - single words or short phrases.	Always refer back to these pillars.				
VISUAL STYLE How will the game look? How will the visuals make the player feel? Include inspiration/ references & guidance for the artists.			CORE LOOP What is the core, repeatable gameplay loop that is central to the entire game? Usually best to diagram this.			
MUSIC & SOUND STYLE How will the game sound for both sound effects and musical soundscape? How will the audio make the player feel? Include inspiration/ references & guidance for the sound designers.						
STORY Overview of the main story beats, beginning middle and end, story progression, player character journey and development, plus other significant characters and their arcs. Include world-building points, time/place, key landmarks, key exclusions or deviations from known worlds.			FEATURES A list of key and/or additional gameplay features and mechanics or other unique elements that will round out or distinguish the game.			
AUDIENCE Who is this game for?		PLATFORM How will the game be accessed/played?	TEAM Who's involved in the gamedev team?		PERSONAL DEV GOAL The most important part of this document: What are you personally trying to achieve through this project? Do you want to develop your art skills, explore a certain mechanic or to just finish & release a game?	