Game Title

By (insert name here)

Basic Info

-Genre

-Main Goal of Game

-Setting

Character/PC Design

-Name

-Age

-Gender

-Appearance

- "Special Facts" (powers/abilities; any other background info that is important to know).

Overall Game Play

Description of overall "game play"

Main Challenges

-Weaker enemies

- "Boss"

-Puzzles

-Other Challenges

First Level/Tutorial Level

-Where does your game start?

-What is happening when your game starts?

-Who does your PC meet first? How?

-What is the first task your PC needs to accomplish?

-Are there any other skills/mechanics/game concepts introduced in this level?

Challenges/Conflict

-First Villain/Enemy

-First Challenge/Fight/Conflict

-What happens after your PC overcomes this first challenge?

-How does this first challenge connect with the "Final Boss" in your game?

Typical Level

-How many levels are there in your game?

-What does your PC need to do at each level before they are prepared to fight the "final boss" of your game.

Final Level

-What happens during the final level when your PC meets the "final boss."

-What happens in the game after the "final boss" is defeated.

Example of Diversity #1

Explanation of first example of diversity.

Example of Diversity #2

Explanation of second example of diversity.