



# game concept design

team name: .....

project title: .....

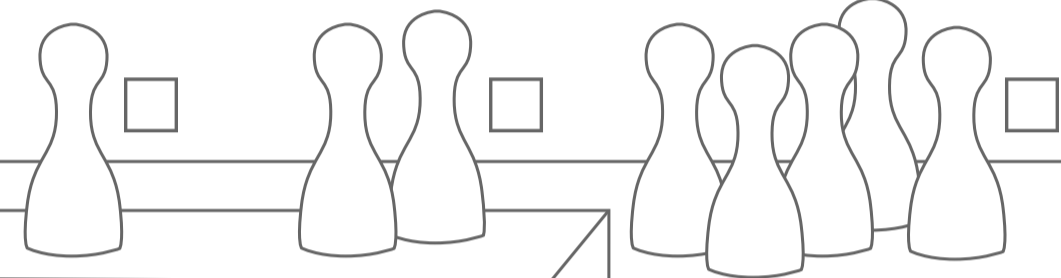
What is your game title?

What is your inspiration?

Can a player level up?

- no
- yes, (what changes?)

How many players, or teams play?



Is there a storyline?

- no
- yes, (write description)

How does the player experience progress?

What kind of game?

- puzzle
- skill
- adventure
- quest
- roleplay
- quiz
- .....

Describe enemies

Describe obstacles

Who is the player?

What is the goal inside the game?

What can be won?

Who or what plays the main role?

- a person
- an animal
- an object

Which three game elements are key/core?

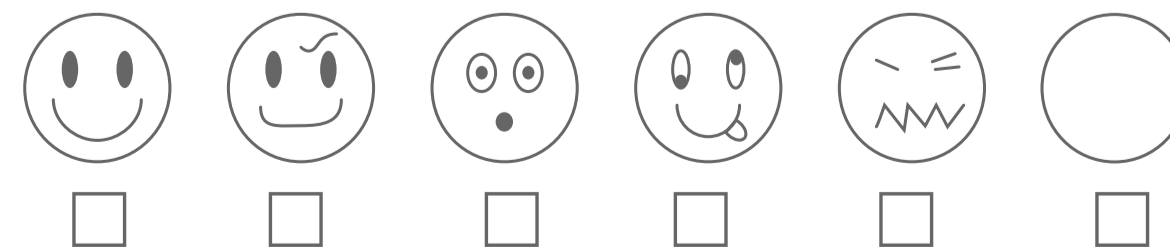
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How do you wish your player to feel during play?



Reason to create this game