

Game Name: \_\_\_\_\_

Genre & Setting:

Character(s) or Object(s) Player Controls:

Game Goal(s):

**Action 1:**

Object it is used on/with:

Object is a(n):       Obstacle/Enemy     Goal/Aid

Description:

*(What does the player do? What makes it fun/interesting?)*

**Action 2:**

Object it is used on/with:

Object is a(n):       Obstacle/Enemy     Goal/Aid

Description:

*(What does the player do? What makes it fun/interesting?)*

**Action 3:**

Object it is used on/with:

Object is a(n):       Obstacle/Enemy     Goal/Aid

Description:

*(What does the player do? What makes it fun/interesting?)*

**Action 4:**

Object it is used on/with:

Object is a(n):       Obstacle/Enemy     Goal/Aid

Description:

*(What does the player do? What makes it fun/interesting?)*

## Elevator Pitch:

*In a few sentences, sell your game. Describe it in terms of the player.*

*Who are they? What are they doing? What are the challenges? What is unique/fun?*

## Sketch:

*Do your best to show a key or typical level or view in your game:*

