Game Development Project Proposal

Vision & Core Requirements

> **Instructions:** Please complete this form to define the high-level vision and non-functional requirements for your game project. Focus on describing the *experience*, *feel*, and *unique qualities* of your game. Avoid technical implementation details (e.g. "I will use Unity's NavMesh system.").

Project Basics

Project Title: _

Name & Surname: _

Target Platform: _
   (e.g., PC, Web Browser, Specific Console)

Intended Player Audience: _
   (e.g., Casual gamers, Hardcore strategy fans, Children, etc.)

Section 2: The Core Vision

2.1. The "Elevator Pitch"

In one or two sentences, what is your game?

2.2. High-Concept Description

Describe your game in a short paragraph. What does the player do? What is the core objective or experience?

2.3. Storytelling & Narrative Goal

What is the story you want to tell? What is the primary emotion or theme you want the player to feel?

Section 3: Defining the "Look & Feel" (Non-Functional Requirements)

3.1. Artistic Vision & Visual Style

Describe the desired visual aesthetic. Be specific about style, not technical assets.

Style:
(e.g., Low-Poly 3D, Hand-drawn 2D, Pixel Art)

Mood & Color Palette:
(e.g., "Dark and gritty with muted colors")

Reference Games/Media:
(List 1-3 games/movies with similar visual feel)

3.2. Audio & Soundscape Vision

Describe the desired auditory experience.

Music:
(e.g., "Orchestral and epic," "Ambient and electronic")

Sound Design:
(e.g., "Diegetic sounds only," "Heavy, impactful sound effects")

3.3. Target Performance

What is the desired player experience in terms of performance?

Target Frame Rate:
(e.g., 30 FPS, 60 FPS)

Key Statement:
(e.g., "Must run smoothly without noticeable stuttering")

Section 4: Special Features & "The Magic"

4.1. Core Unique Feature(s)

List 1–3 key features that are central to your game's identity and make it special.

4.2. Desired Player Experience & Emotions

What do you want players to feel, think, or talk about after playing your game?

4.3. "Stretch Goal" Feature

If time permits, what is one additional "nice-to-have" feature that would elevate the game?

Section 5: Technical Constraints & Scope

5.1. Known Technical Constraints

List any constraints you are aware of that are imposed by the project.

5.2. Scope Assurance

By signing below, we confirm that we have considered the scope of this project and believe it is achievable within the course timeline with our skill level.

Signature: _____ **Date:** _____