**GAME PROPOSAL TEMPLATE**

*Fill up Description column and Remarks (if any)*

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| **Item** | **Description** | **Remarks** |
| Name of Developer | Your name |  |
| Title of Game | Something shorty, catchy and creative that gives gamers an indication of what your game is about |  |
| Type of Game | Specify whether the game idea is intended to be developed as a digital game (video game) or a tabletop game (board or card game). |  |
| Game Concept | Describe the game concept, including its genre, setting, gameplay hook, visual style, and any other key elements that make the idea stand out. | Reference 2-3 existing games that are comparable and discuss how this concept is similar and/or unique |
| Visual | Indicate the preferred visual style for the game, such as 3D graphics, pixel art, hand-drawn illustrations, or any other specific visual direction. |  |
| Game Design and Scope | Provide a brief overview of the game's design, including its main mechanics, objectives, and overall scope. Highlight any unique features or gameplay elements. |  |
| Target Audience | Identify the intended audience for the game, such as casual gamers, hardcore gamers, specific age groups, or any other relevant demographic information. |  |
| Team and Expertise, if applicable | If you have a team already assembled or has specific expertise in game development or relevant fields, please mention the team members' roles and qualifications. |  |
| Proposed Production Schedule (optional) | You may choose to include a proposed timeline for the game's development, outlining key milestones and estimated timeframes for each stage. |  |
| Proposed Budget (optional) | You can provide a rough estimate of the budget required to develop the game, considering factors like software, assets, and potential external services. |  |
| Portfolio Link | Share a link to your portfolio or previous game development work, showcasing your skills and experience. |  |
| Any Other Comments |  |  |