GAME PROPOSAL TEMPLATE

Fill up Description column and Remarks (if any)

Item	Description	Remarks
Name of Developer/Team Name	Name of your team/developer	
Team Members Name, if any	Name each of your team members	
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 Genre	Specify the genre of your game idea (e.g. puzzle platformer, deck builder, idle simulator, etc.)	
Game Platform	Specify the platform of your game (e.g. PC; Mobile; Tabletop etc.)	
Game Concept/Description	In one paragraph, describe the game concept, including its genre, setting, gameplay hook, visual style, and any other key elements that make the idea stand out.	
Game Reference	Reference 2-3 existing games that are comparable and discuss how this concept is similar and/or unique. Describe the aspects of the game reference that are relevant to your game.	
Visual Style	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. Do include the technical skills of each of your members as well.	
Proposed Production Schedule	You may choose to include a proposed timeline for the game's development, outlining key milestones and estimated timeframes for each stage.	
Portfolio Link	You may submit the portfolio(s) of your team members, if any, in a single folder via a sharing link or website link (e.g. itch.io), featuring previous game development work to showcase your skills and experience.	
Any Other Comments		