

PV266 – Game Development II

What should contain One-Pager (but also applies for longer GDDs)

- The name of the game
- Short description – five lines at maximum. This should motivate the reader to continue reading and introduce the topic. Example from (old) game:
 - *“Be the first to survive the vicious maze of the Future Factory taken over by mad robots. What is waiting for you? The thrill & delight of fast-paced action in 3D. Rich & demanding gameplay of random-generated levels. An elaborate weapon & upgrade system. Think of it as an action RPG meets a twin-stick shooter with permadeath constantly breathing at your neck.”*
- Unique Selling Points
 - What is specific to your game?
 - Why should it be created?
 - What new will it bring?
 - Why should players be interested?
 - Follow the rule – the less, the better – use one or two USPs (three is maximum)
 - Example: *“First rogue-like action shooter on your mobile!”*
- Key Features
 - after reading this, the reader should have a clear idea of “what this game is about”.
 - Example:
 - *“Inspired by the legacy of Karel Čapek’s work and dystopian future he imagined”*
 - *“Detailed 3D graphics with hand-painted sketches and backgrounds.”*
 - *“A highly dynamic action game with deep social and competitive elements.”*
 - *“Every play-through is different thanks to generated environments and a satisfying difficulty curve.”*
 - *“Dozens of AI patterns creating highly unpredictable and variable scenarios.”*
 - *“A console experience on mobile devices with demanding difficulty.”*
- Additional information:
 - Target audience – what type of players is your game aimed at?
 - Target platform(s) – PC, consoles, mobile, VR, etc.
 - Used technology – not just Unity – e. g., Blender, Photogrammetry, etc.
- Description of five minutes of gameplay – it should be clear what the player is doing - minute after minute, second after second. “How” the game is played.