

# [Game Working Title][Game Working SubTitle]

A real time [Game Type] game, [Elevator Pitch]

## Main features

- [Game Type]
- [Good vs Bad]
- [Player Recognition]
- [Multiplayer or nah]
- [Subgame]
- [Special scenes]

## Overview Player motivation

– [Use strong verbs such as take over, control, research, attack, defend, guide, launch, build, destroy, send etc]

## Genre

– a strong [Game Type], using a real time engine with added wow factor from the 3d sub game used to determine the outcome of [Fill here].

## (Licensed) material

– [Describe audio, video and a/v features]

## Target customer

– [Who is it for?]

## Competition

– [Describe competitors what makes this game stand out]

## Design goals

– [What will draw in the player]

## Further details

– [USP's]