[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]