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 for your game?
  - Why it should be created?
  - What new it will bring?
  - Why should be players interested?
  - Follow the rule – the less, the better – use one or two USP (three is maximum)
  - Example: "*First rogue-like action shooter on your mobile!*"
- Key Features
  - after reading this, reader should have clear idea "what is this game 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 game play – it should be clear what player is doing, "how" the game is played.