Vertical Slice Codename

VS Launch Date

DEVELOPER NAME / LOGO

Overview of the Game:

The overview should be concise and impactful
- Genre
- Inspirational references
- Basic Narrative
- Include at least one piece of concept or Inspirational art

Unique Selling Points

This is your chance to really sell the unique qualities about your game and how it differs from other popular games in the genre and on the device you're developing for. Concept art to help visualize some of these USPs are a plus!

- E.g. Game Loop
- E.g. Special Mechanics and Interactions
- E.g. Genre innovations

Game loop

The game loop should thoroughly outline how your game is set up. You can be as concise or elaborate as you'd like, depending on the audience reading this -- is it a game publisher or your game studio leads. In any case, it's helpful to provide a chart to accompany a written walkthrough of the player's goals.

For the escape room game, the flow may simply look like this: 1) enter the room 2) explore the room and gather items 3) solve the puzzle 4) progress to the next room. Branch out from there, how many different characters or different environmental hazards change this loop; then expand on your loop.

How will the player move throughout the game? What is the locomotion style?

Scope

Here's just a few important questions to answer in this section. Be elaborative!

- How long is the game?
- How many levels are there?
- What is the average play time?
- What are the objectives?
- How many playable characters? Can you customize or upgrade them/what can you customize or upgrade?

Art Style

Include a description of your art style and supplement with art concepts or inspirational concepts.
Describe your style for the environment, characters, UI, etc.
You can also link to a different area it lives in.

Player Profiles Stories

- Describe the ideal player profile or multiple profiles
    - E.g. Sam loves to play narrative-driven games like Edith Finch….
    - E.g. Alex is a completionist and likes to spend hours in a game purchasing or earning all the upgrades...
- How might these players play your game differently
    - Walk the reader through your game loop and describe what your different player profiles focus on.

Milestone Schedule

- Your Milestone Schedule should include the milestone #, milestone description, and date of delivery.
- The big milestones for your VS include 1) Look and feel 2) First Playable, 2) Vertical Slice
- Many times, developers like to add additional important milestones such as when they'll complete the vs game design document, delivery of important prototypes specific to proving out the most risky features in VR, and an additional vertical slice milestone so to iterate on feedback from the first delivery,

Project Vitals

- Development cycle, i.e. 8 months
- Launch timing, i.e. Q2 2020
- A chart that clearly outlines # of programmers, artists, designers, audio specialists, animators, production staff, and QA testers needed during each month of development
- A chart that clearly outlines your development budget. This should include the rate per head per month, as well as figure in fixed costs such as legal, accounting, licensing, and any additional external services. There are plenty of budget templates online to reference and make it your own.