

	Parts of a Press Kit	Descriptions	Should you include this?
Summary			
<input type="checkbox"/>	Game title	The title of your game	Recommended
<input type="checkbox"/>	Logline	A one-sentence description of your game	Recommended
<input type="checkbox"/>	Game Description	3 - 5 Short sentences that describe the key aspects of your game	Recommended
<input type="checkbox"/>	Release Date	The date (or the month/season/year) you will be releasing your game to the public	Recommended
<input type="checkbox"/>	Genre	The category of video games/VR applications that your game falls into	Recommended
<input type="checkbox"/>	Platform	The platform on which your game will be distributed (For example: Rift S, Quest, Go, etc.)	Recommended
<input type="checkbox"/>	Inputs	Any input devices a player would need to play your game (Touch controllers, gamepad, mouse, keyboard, etc.)	Recommended
<input type="checkbox"/>	Price	The price you will set for your game	Recommended
<input type="checkbox"/>	Website Link	Links to a website that can serve as a hub for your game's online presence	Recommended
Company Info			
<input type="checkbox"/>	Developer Contact Information	The best contact information you or someone from your team can be reached at (Name, email, phone)	Recommended
<input type="checkbox"/>	Developer/Publisher Logos	Logos for your development company (if applicable)	Optional
<input type="checkbox"/>	Developer Bio	A short 1-3 sentence describing the developers. Can include past works or organizations/company affiliations	Recommended
What's Hot			
<input type="checkbox"/>	Features	A list of features or mechanics from your game	Recommended
<input type="checkbox"/>	Gameplay Modes	Modes with which your player can play your game (Solo, Co-Op, Online, etc.)	Optional
<input type="checkbox"/>	USPs	A list of Unique Selling Points that make your game stand out from others	Recommended
<input type="checkbox"/>	Gameplay Length	The average length of content within your game available for a playthrough	Optional
<input type="checkbox"/>	Game comfort level	How comfortable your game is for the average VR player (Comfortable, Moderate, Intense)	Optional
<input type="checkbox"/>	Playthrough Tips	Tips for people to review prior to playing your demo or game	Recommended
<input type="checkbox"/>	Link to Build/Keys	A link to download your playable build or redeemable keys	Recommended
Assets			
<input type="checkbox"/>	Link to All Assets	A link to download all hi-res assets, including company logo, game logo, screenshots, hero and banner art, gifs, and videos	Recommended
<input type="checkbox"/>	Game Logos	Easily recognizable logos for your game	Recommended
<input type="checkbox"/>	Banner Image	A rectangular horizontal, high resolution image with your title and art	Recommended
<input type="checkbox"/>	Hero Art Asset	Your main high resolution promotional art image for your game	Recommended
<input type="checkbox"/>	Screenshots	Screen shots of key moments in your game that highlight aesthetic style, environments, gameplay, characters, or any other points of interest in your game.	Recommended
<input type="checkbox"/>	Trailer	A trailer that excites your players and gives them a preview of the game to come	Recommended
<input type="checkbox"/>	Gameplay video	A more in-depth video showcasing unique gameplay	Optional
<input type="checkbox"/>	USP GIFs	GIFs illustrating your USPs in gameplay	Recommended
Social Media & Awards			
<input type="checkbox"/>	Quotes	Quotes from playtesters, news outlets, the development team members, etc. about the game or its development	Optional
<input type="checkbox"/>	Social Media Links	Handles or links to social media account associated with your game or company (Facebook, Instagram, Twitter, Youtube, Discord, etc.)	Recommended
<input type="checkbox"/>	Awards/Conferences	Any logos or titles of awards you've received or conferences and competitions you have participated in	Optional
<input type="checkbox"/>	Links to other Press	Links to other articles, videos, or posts that have been written or recorded about your game	Recommended
<input type="checkbox"/>	Ratings/Reviews	If your game has already been released and you are getting press post-launch, these are the ratings and reviews from your games store page	Optional
<input type="checkbox"/>	Legal Permissions	1 - 3 short sentences that grant legal permissions to the journalist or media source to publish the material you have provided	Recommended
Other			
<input type="checkbox"/>	Comparables	Games or other media that are comparable to yours	Optional
<input type="checkbox"/>	Scholarships/Funding	Any unique scholarships, fellowships, or other funding sources you have received for your game	Optional
<input type="checkbox"/>	Development Software	If the software you are using to develop your game has a unique story within your development, highlight it here.	Optional