Evocative Game Name: _____

Description: _____ meets _____

Team Name: _____

Team Members (and Areas of Responsibility):

	Lead	*Support [Optional]*

_____(_____,_____)

_____(_____,_____)

_____(_____,_____)

_____(_____,_____)

Primary Mechanic Elements (check as few as possible)**:**

☐ Statistical Combat ☐ Real-Time ☐ Drafting
☐ Tech Tree ☐ Cooperation ☐ Resource Management
☐ Platforming ☐ Bidding ☐ Aiming / Timing
☐ Hidden Information ☐ Deck Management ☐ Worker Placement
☐ Tile Placement ☐ Spatial Tactics ☐ RPG
☐ _____ ☐ _____ ☐ _____

Fiction/Setting:

_____ (meets _____)

Some inspiring elements of that fiction are:

_____   _____

_____   _____

Milestones for reaching a playable prototype by noon Thursday:

Tuesday 4pm   _____

Tuesday 10pm   _____

Wednesday noon   _____

Wednesday 4pm   _____

Wednesday 10pm   _____

Thursday 10am   _____

Thursday 12pm   Playable prototype

Our Team's Priority Ranking (1 = most important, 6 = least important):
___ Maximizing our grade
___ Enjoying making the game
___ Sustainable development process
___ Learning or improving skills
___ Creating a commercially-viable game
___ Creating an artistically valuable game

Milestones (You'll create a full schedule in your first week)
Pre-Production
Tue Apr 28, 10am: This proposal complete

Thu Apr 30, 12pm: Playable prototype

Production
Thu Apr 30, 3pm: _____

Sat May 2, 3pm: _____

Sun May 3, 10pm: _____

Tue May 5, 4pm: _____

Wed May 6, 10 pm: Game feature-complete

Post-Production
Thu May 7, 3pm: _____

Sat May 7, 3pm: _____

Sun May 10, 10 pm: Game development complete

Presentation
Mon May 12, 10pm: _____

Tue May 12, 10pm: _____

Wed May 13, 10pm: All work complete