

# TGJ HIGH CONCEPT TEMPLATE

The High Concept Formula is a quick and easy way for you to conceptualise and understand your own game.

# CONTENT OF A HIGH CONCEPT

Use this template to create a doc showcasing your game project in a short and nice way. Feel free to change it so it fits your project.

- **Game Vision**, Key Features, unique selling points
- **Core gameplay**, describe the core game loop
- **Look and feel** of the game - show a few example images of the look from the game, either your own images or images that inspire you.
- **Dev team** - number of people in the team and their role
- **Timeline and goals**, A brief overview

# GAME VISION

Example A.

Age of Empires

A history themed real-time strategy game for PC that presents the rise of the first great civilizations on Earth by combining RTS gameplay with historical and economic features of Civilization.

Example B

Gran Turismo

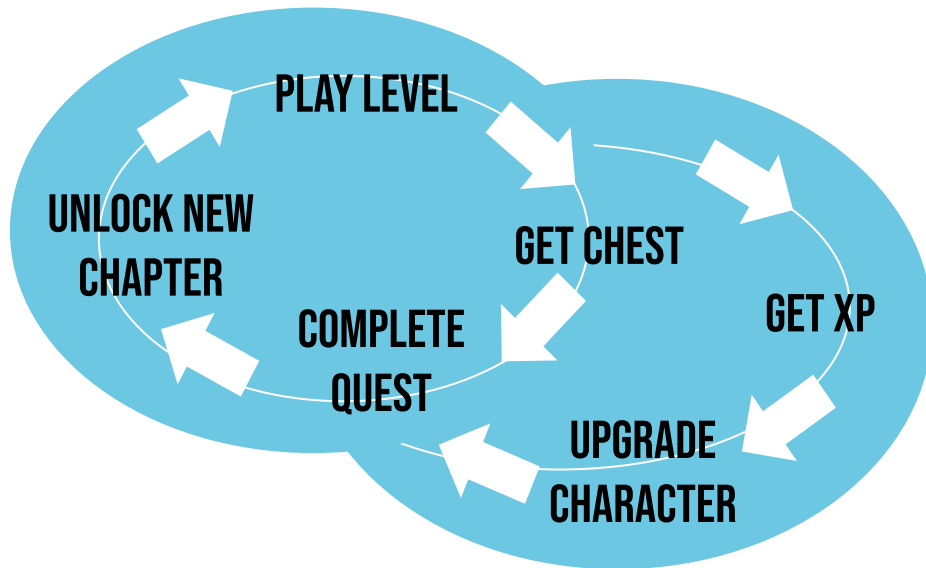
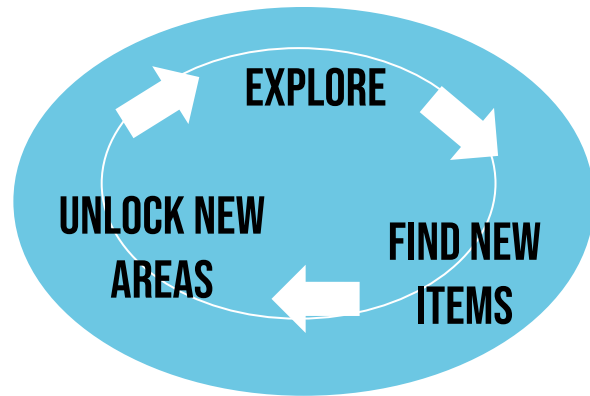
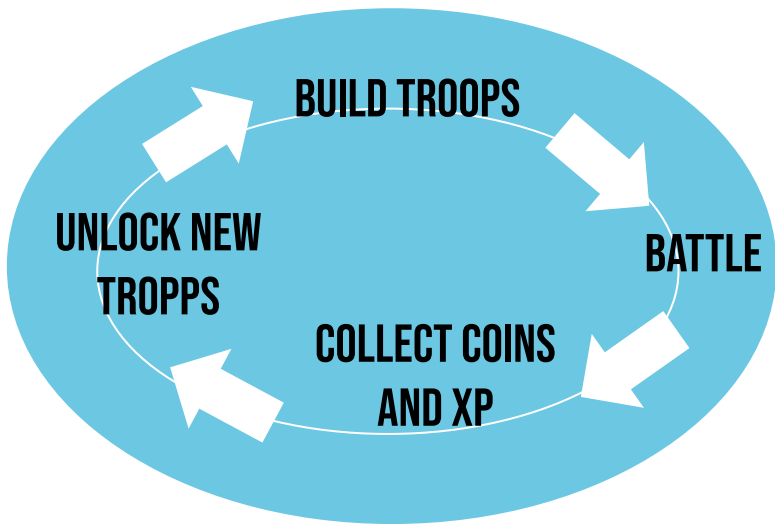
“The real driving simulator”

Features:

- accurate reproductions of cars from well known brands.
- realistic handling and performance
- real world track and racing conditions.

# CORE GAMEPLAY

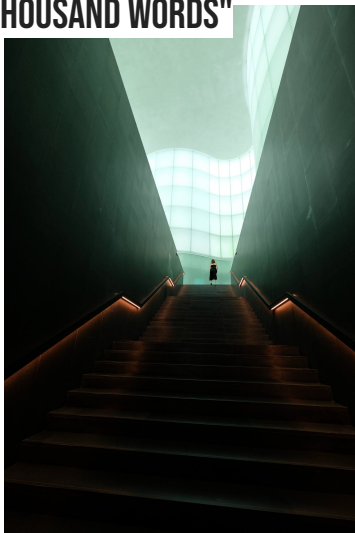
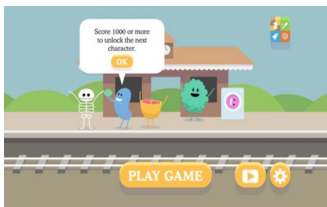
Describe the core gameplay of your game.



# LOOK AND FEEL

If you don't have any cool images of your own, use photos and others work to describe the look you are going for.

"A PICTURE IS WORTH A THOUSAND WORDS"



1-2 PAGES OF IMAGES CONVEYING THE LOOK AND FEEL OF THE GAME. USE CONCEPT ART, PHOTOS, SCREENSHOTS, GIFS ETC.

# DEV TEAM

THE TEAM IS REALLY PASSIONATE ABOUT THIS GAME. MEMBER A AND B DID 2 PROJECTS TOGETHER. A,B,C STUDIED TOGETHER FOR 1 YEAR. WORKED ON THE IDEA FOR 6 MONTHS.



Member name A  
Lead Programmer

**Previously**  
Hobbit in LOTR



Member name B  
Ceo & 3d art

**Previously**  
a wizard for 3  
years



Member name C  
2D art & planning

**Previously**  
a warlock for 1  
years



Member name D  
Programmer &  
Marketing

**Previously**  
Studied AT TGJ



Missing  
member

**Looking for**  
pixel artist

# TIMELINE AND GOALS

Create a timeline to quickly share shortterm and longterm milestones.

