

Game Title

A Tagline that sets the tone for the game

Elevator Pitch

Game X Meets Game Y, with a pinch of Game Z

What is the Core feeling this game wants to generate?
What type of gamer will resonate with this game?

GIF

Mechanic 1

Explanation of Mechanic 1

Mechanic 2

Explanation of Mechanic 2

GIF

GIF

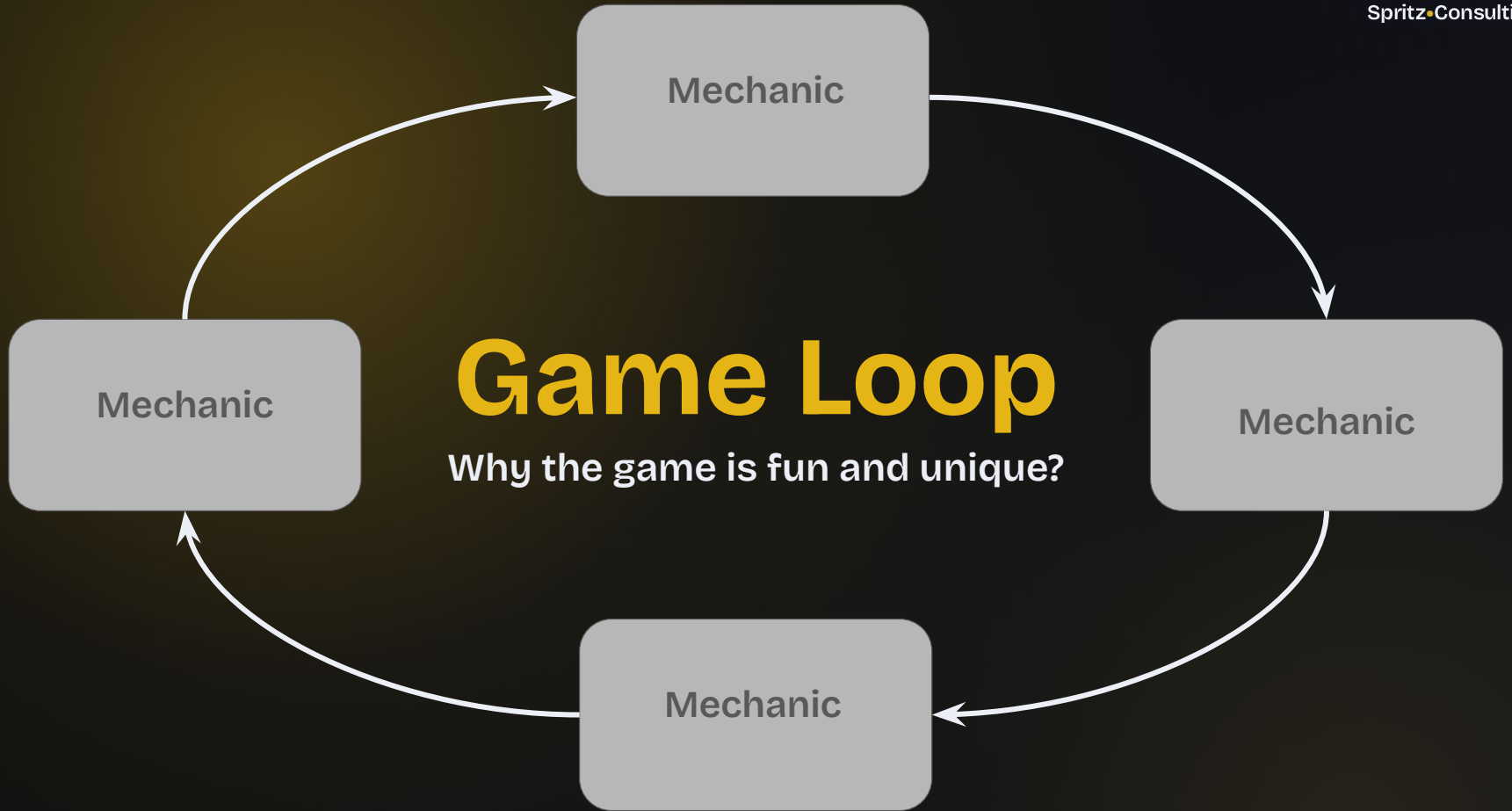
Minor Mechanic 1

GIF

Minor Mechanic 2

GIF

Minor Mechanic 3



Game Content + Playtime

How much content the game offers for its budget, usually measured in hours of playtime and replayability

Look and Feel

Drop your Art Direction inspirations here.
Even better, if you have some shots from your “Beauty Corner”

Market and Comparable titles

Pick 3 to 5 realistic comparables, similar scope, genre and price. For each, add what you know: approximate sales, price point, and wishlist or review numbers.

Avoid huge titles and outliers, they tell a publisher nothing about your real opportunity.

Timing & Roadmap

**Where the project is now, your target launch window,
and the key milestones between here and ship.**

Be honest about what is done and what is still ahead.

What you have now

Some notes on the game pillars you are working on, or on the prototype you sent together with the deck.

Development Budget Request + Time for Development Needed

"We would need X budget over Y months."

Be clear on monthly burn and total, and leave a 15 to 20%
buffer for the unexpected.

Services and Publisher's Request

Beyond development money, what you want from a publisher: platforms, QA, marketing, commercial opportunities, influencer connections.

This plus the dev budget is the real all-in investment a publisher will weigh.

Team + Experience

Who is on the team and what they have shipped.

If you are solo right now, it helps to name 1 or 2 freelancers you have in mind for the key roles.

Thank you and Contacts