**Industry Build Overview**

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| Main Quest – What will the player be doing in the game and why? |  |
| Overall look/feel of the game (time frame (medieval/modern/futuristic), dark/light, spooky/cartoon/realistic, etc.) |  |
| Genre (FPS, TPS, RPG, Puzzle, etc.) |  |
| Scene 1 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 2 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene. |  |
| Scene 3 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 4 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 5 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 6 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 7 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 8 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 9 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Scene 10 – Include look of area, NPCs and Enemies that will be in the scene, and what the player will be doing in the scene (all main and/or side quests). |  |
| Victory Condition – how does the player win the game? Is there a victory screen or cutscene at the end? |  |