

STORYBOARD / Textual

Name of the game	
Main character	
Gameplay (what happens in the game?)	
Genre / Theme Genre: Action (platform, jump'n'run, shooter) Adventure (RPG, storytelling), Puzzle (skill game), Strategy, Quiz, Simulation (racing) Theme: Horror, Romance, Science Fiction, Space, Sport, Future, Nature, Fantasy	
Goal catch, avoid, collect, solve, racing, build, etc.	
Mechanics/Dynamics Points, level, difficulty levels, inventory, high-score, timer,...	
Amount of Levels	What happens in Level 1, Level 2 ,...

STORYBOARD / Graphical

Title Screen	Introduction-Screen
Level(s)	End Screen (Game over/Win)