

EKOME S.A.

Concept Design Document

Please describe the design of the Digital Game (brief synopsis of the software design document, up to 5 pages excluding front Title page and back cover page). The following are the minimum requirements, the applicant may add anything else in support of the application, such as script, storyboard and concept art.

Contents:

1. Title Page
 - 1.1. Game Name (and subtitle if available)
 - 1.2. High Concept Statement

2. General Overview
 - 2.1. Player Experience Goals
 - 2.2. Competition – Influences
 - 2.3. Innovation – Uniqueness

3. Game Overview
 - 3.1. Game Concept (and goal, mission statement)
 - 3.2. Genre
 - 3.3. Platforms
 - 3.4. Target Audience
 - 3.5. General Features (levels, modes, graphics, etc.)
 - 3.6. Key Gameplay Features
 - 3.7. Plot, Narrative and Basic Characters (brief overview)
 - 3.8. Concept Art (sample)