**Pennine Megagames – Game Pitch Form 2020**

Please send completed form to [bbladley@gmail.com](mailto:bbladley@gmail.com).

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| **Title** |  | | |
| **Blurb – 3 sentence summary** |  | | |
| **Designer Name(s):** |  | **Contact Details:** |  |
| **Preferred Location:** |  | **Preferred Timeframe:** |  |
| **Setting: Motivations** | Which aspect(s) of the setting do **you** find interesting and relevant to this game?  Who is the audience for this game? Why should **they** want to play it? What is the game’s tone and how will you manage player expectations?  Who are the characters to be played? What are their motivations and objectives?  What aspects of the setting do you hope to evoke? Are you trying to impart any lessons or learning in the game? | | |
| **Structure: Nuts and Bolts** | How many players is the game for and how are they organised?  What timeframe does your game cover? A short-term event/crisis or a longer period?  How long are turns & how are they broken down?  What will the players spend their time doing and are their decisions meaningful?  Have you identified any mechanics at this stage? If so, what makes them suitable for this game?  How many control do you need & what are they required to do? Examples include leading mechanical resolution (e.g. map), facilitation (e.g. resource management tasks), roleplaying & improvising. How does your game encourage new Control?  How are you using activities, game components and physical layout to engage and immerse players? | | |
| **Support** | Which elements of the game design and running process would you most appreciate help with? Suggestions include:   * Promotion & Marketing * Administration * Writing (e.g. briefings, proofing) * Mechanics * Resource design (e.g. maps, handbooks) * Resource sourcing & production (e.g. components) * Project management (planning and delivery) * Running the game on the day * All of it! (Would you like a co-designer/runner if available?) | | |