

………………………………………………………………………………………………………..

(tytuł gry)

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(autor)

**UWAGA:** długość poniższych opisów musi mieścić się w narzuconych poniżej liniach:

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(catch phrase / obietnica)

Cele gracza:

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Główne mechanizmy rozgrywki:

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Sprzęt docelowy:

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Dodatkowo należy załączyć:

(łącznie nie więcej niż 10 stron A4 - 1800 znaków ze spacjami na stronę)

* Moodboard
* Opis reprezentatywnej porcji rozgrywki
* Kluczowe dialogi wraz z wyborami
* Interakcję gracza z grą i zasady tych interakcji