

Your one-page game plan

Plan your first game on a single page. Keep each answer short – a sentence or a few bullet points. If it doesn't fit, your game might be too big for a first project.

Game title

A working title is fine.

One-sentence concept

What does the player do? Describe the action, not the feeling.

Core loop

The action players repeat, in three or four verbs – e.g., spot, jump, land.

Goal, win, and lose

What is the player trying to do? How do they win? How do they lose?

Controls

Which buttons, keys, or taps does the player use, and what does each do?

Inspiration

Two or three games or genres that feel close to what you're making.

Must-haves

Features the game can't work without.

Should-haves and could-haves

Ideas you'll add only if time allows.

Won't have this time

Your parking lot for ideas that aren't in this version.

Look and sound

Your art style in a few words, plus notes on music or sound effects.

Who it's for

Who will enjoy this game? Friends, family, fans of a genre?

Done means

Your finish line. Check each one off as you go.

- | | |
|---|--|
| ☐ Title screen | ☐ Sound effects |
| ☐ Core loop | ☐ Score or progress |
| ☐ A way to win or lose | ☐ A build you can share |

Milestones

Three or four checkpoints with rough dates – e.g., playable core loop, all levels built, sound added, shared with friends.

1 _____	2 _____	3 _____	4 _____
Date _____	Date _____	Date _____	Date _____

Ready to build it?

Turn your one-page plan into a playable game at unity.com/spark

Start building