# Vision Statements

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# Why?

Because it's good for you, the team, and the game.

If a vision statement defines the project (and the game) for the team and its clients …

What should it include?

# We have a format for that!

- 'Back of box' vision statement

- Write the top 3 – 4 bullet points that you would put on the back of your game's box to sell it to customers.

- High Level Design Doc vision statement.

- Define in a few sentences your game's goal.

- Write up a 20 second example gameplay, that reflects the player's experience in the game.

- Your team's choice: you can use either one of the above methods.  Download either 'Back of Box' or 'HLDD' to use.

- If you've played your paper prototype… this shouldn't be too hard!

# Your quest…

**As a team**

- **Decide which format to use**
- **Create your team's vision doc**
- **Appoint one of you to upload it**
- **Make sure you include all team members' names on it!**
- **20 minutes.  Go.**

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