


## Game Design Fundamentals

	<p>Game Pitch Questions</p> <p>According to Warren Spector, Deus Ex creator, these are the seven necessary questions you must answer when pitching a new game:</p>
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### **The Seven Questions are**

- “1. What are we trying to do? What’s the core idea?
2. What’s the potential? Why do this game over all the others we could do?
3. What are the development challenges? Really hard stuff is fine — impossible or unfundable? Not so good...
4. Has anyone done this before? If so, what can we learn from them? If not, what does that tell us?
5. How well-suited to games is the idea? There are some things we’re just not good at and shouldn’t even attempt. A love story, for example!
6. What’s the player fantasy and does that lead to good player goals? If the fantasy and the goals aren’t there, it’s a bad idea.
7. What does the player do? What are the “verbs” of the game?”