**[Why do we need this document?**

The intent with a concept document is:

* To give us an idea of what the feature is and contains
* To create a joint vision of what the feature should be in the game
* To understand the intended outcome of the design]

Concept - [Feature Title]

**Version History [add a row when updating so there’s an easy overview of changes made]**

|  |  |  |
| --- | --- | --- |
| **Author** | **Version** | **Comment** |
| [Your name] | [Full numbers for entirely new versions, .1 for smaller updates.] | [A quick note about the changes you’ve made, nothing major.] |

|  |  |
| --- | --- |
| **Wireframes** | [Wireframe name - sometimes the names are not the same as the feature] |
| **Location** | [Wireframe location - makes it easier to find the stuff, and prevents having to look] |
| **Link** | [Location on server or link to build] |

# Introduction

## Reference documents

[Any documents that are related to the feature described in this doc.]

## Overview

[Describe the feature in a clear manner. The document is intended to be a short introduction to the feature and the UX/ UI requirements on it]

# Feature description

[What is the feature, what is the intent with the feature? Use a tagline that makes the feature easy to understand.

Describe the functionality of the feature in clear statements. Choose wireframes over text if possible. At this stage you do not have to document things in detail]

If you want you can also include telemetry needs, performance risks and other risks, but they are not strictly needed for this document, unless they are significant to the project.

# Open Questions

[List any questions that still require answers here. The further we go along in the process, the less questions there should be.]