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

The intent with a feature document is:

* A clear idea of what the feature is and isn’t
* An understanding of what data is required to support the feature
* An understanding of what technical dependencies the feature has
* Any additional dependencies on gameplay features outside of the UX discipline
* Any additional dependencies on technical systems outside of the UX discipline
* A clear understanding of how the player accesses, interacts with and experiences the feature]

Functional - [Feature Title]

**Version History [add a row when updating so we can get an easy overview of changes made]**

|  |  |  |
| --- | --- | --- |
| **Author** | **Version** | **Changes** |
| [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]

## Content limitations

[Describe any content limitations we have, such as character limits, icon sizes and other restrictions that have an impact on the screen]

# 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 in detail. At this stage, each wireframe *must* be accompanied by a clear description of:

1. Entry points to the feature or UI. All should be listed if there are several.
2. How the player moves from screen to screen or from state to state in the feature.
3. Navigation schemes and patterns.
4. Feature list.
5. PC/ Console specifics.
6. The overarching flow of the feature.
7. Every possible state that the feature can be in including:
   1. First time playthrough.
   2. Second etc playthrough.
   3. Any multiplayer considerations.
   4. Any single player considerations.
8. Edge cases
9. Detailed wireframes
10. High level technical requirements
    1. List telemetry requests
    2. List technical requests such as data needed
    3. List any potential workflow issues or needs
11. Any localization concerns
12. Art concerns]

# Telemetry

[Telemetry - any telemetry needs should be listed here.]

# Performance Concerns

[Performance concerns - any concerns or risks around performance should be listed here.]

# Risks

[List any risks that are associated with the feature here]

# Open Questions

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