



APPLICANT

Developer: _____

Street: _____

ZIP/City: _____ / _____

Country: _____

PROJECT

Working title: _____

Release Date: ____ / ____ / ____

Dev. Budget: € _____

Multiplayer: YES ☐ / NO ☐ Number of Players: ____

Additional information / documentation: YES ☐ / NO ☐

Genre(s):

- | | |
|---|---------------------------------------|
| ☐ Action | ☐ Role-playing |
| ☐ Adventure | ☐ Sports |
| ☐ Beat-'em-up | ☐ Shooter |
| ☐ Adventure | ☐ Strategy |
| ☐ First Person Shooter | ☐ Other: _____ |
| ☐ Puzzle | _____ |
| ☐ Platformer | _____ |
| ☐ Racing | _____ |

Target platforms: PC ☐ Xbox ☐ Xbox360 ☐ PS2 ☐ PS3 ☐ NGC ☐ GBA ☐ PSP ☐ DS ☐ NGC2 ☐

DECLARATION

I herewith declare that all information given is accurate and to my best knowledge describes the project in its full detail. I further confirm that I have the mandate to represent my company in this process.

Contact: _____

Email: _____

Tel.: _____

Place and Date: _____

Signature: _____

SUBMISSION

Upon completion of this form please send all materials with a short cover letter to the following address:

JoWood Productions AG

C/O Oliver Schindler
Lerchenfelder Gürtel 43, Top 2/1
A-1160 Vienna, Austria
Email: oschindler@jowood.com

Note:

We cannot accept incomplete submissions. In order for JoWood to give an objective assessment of your concept, this document must be completed in its entirety.





Game Executive Summary

- Working title
- Genre and game modes
- Competitive products
- Target platform(s)
- 60 seconds description of game play
- Sneak preview user interface and general "look & feel"
- Target age rating
- Estimated Gold master date for each SKU
- Console approval status (Sony, Microsoft, Nintendo etc...)
- Budget

A. Company

- Pedigree
- Bios
- Size of team
- Previously released titles
- Strengths/weaknesses

B. Game Details

- Setting / IP
- Explain IP ownership
- Mission statement of the game
- Story outline
- Genre
- Estimated hours of gameplay
- In-game Characters
- Game modes, number of players
- The game's main USP – one answer only
- Features

C. Technology use in project

- Middleware
- Brief description of Art and animation tools
- Brief description of programming tools/technology
- Brief description of Sound and music tools/technology
- Online features in the game

D. Additional materials included in submission

In addition to this document, we strongly encourage you to follow your own way of presenting your game concept to us. Therefore, feel free to include any material you believe will help us understand your concept more thoroughly. *E.g. Screenshots, pitch tools, presentations, power-points, videos, animations, playable versions, prototypes, artwork, inspiration material, mood concepts, etc.*

NOTE: Whatever you include, please list the content of the kit in the executive summary introduction.