Vision:

What's the guiding vision of this game?   Innovative gameplay?   Deep, meaningful narrative?   The ability to take down your opponent with a single well timed slice?   Amazing audio?   An interactive story? What is at the core of this project, that you can come back and focus on when design discussions waver and development is stymied?

Team/Responsibility Breakdown:

Jobs, hours, responsibilities.

Major Gameplay Concepts:

What is core to your game, that hasn't already been covered.   A story?   Networking?   Co operative play?   PVP?   If you were writing the five markegin points to go on the back of your game's box, to advertise it, what would they be?

Thirty Seconds of Gameplay:

What am I going to do most in your game?   Is it going to be fun and engaging?   Come back & reread this section: you'd be amazed at how often your 'intended' key game play gets cluttered away with 'and we coulds…'

Risks:

Key technical, personnel, scope, time, etc risks.   What's scariest about the project you want to do?

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