

General information:

Founded:

Website:

Main contact:

Phone:

Email:

Company LOGO:

Funding:

Available funding and additional funding needed (seed money, start-up grants, etc. in €)?

Seeking for:

Competence to your core team, collaboration partners, investors, mentors, coaches, publishers etc.

Revenue forecast:

2017:

2018:

2019:

Rough calculations in addition to previous: expected profit, loss, current runway? Revenue drivers?

Team:

Names with position in the company. LinkedIn links. Previous experience and competencies.

Current status:

What have you achieved so far? Is a demo ready, do you have first customer feedback etc.?

Roadmap and key milestones:

What are your key milestones in the nearest future with dates (demo ready, investor/publisher activities,)?

Elevator pitch:

Keep this short, concrete and attractive. It gives the reader idea of your product and business without going into details.

Game concept:

What game(s) are you working on? What is the core game loop? RPG/Racing/FPS, PvP/PvE etc.

Business/revenue/distribution model:

Premium/Freemium/Ads supported/hybrid? Who is your target group? List your main partners/potential partners.

Market:

How big is your market (in €)? Where is your market? What is your go-to-market strategy?

Competition, Competitive advantage:

Who are your main competitors (provide a list)? What is your competitive advantage? How can you maintain your advantage in long run?