(Add company logo here)

**General information:**
Founded:
Website:
Main contact:
Phone:
Email:

**Funding:**
*Available funding and additional funding needed (own revenue, FFF, seed money, startup 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.*

**Achievements and 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 (established company, committed team, demo ready, investor/publisher activities, etc.)?*

**Pitch your game:**
*Keep this short, concrete and attractive. Why would anyone play your game? What’s especially cool about it?*

**Game concept:**
*What game(s) are you working on? What is your core game all about? RPG/Racing/FPS, mobile/PC, PvP/PvE etc.*

**Business/revenue/distribution model:**
*Premium/Freemium/Ads supported/hybrid? Who is your target group?
List your main partners/potential partners.*

**Market:**
*What is your publishing strategy? What is your go-to-market strategy? Describe your market segment (who’s your client? E.g teenagers/housewives in their 50s/20-40 y old males etc?)*

**Competition, Competitive advantage:**
*Who are your main competitors (provide a list of similar studios/games)? What is your competitive advantage? How can you maintain your advantage in long run?*