(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?*