<Your Game Name> Feature Design Document

Student Name: <Your name>

**NOTE: Replace <> sections with your info.**

**REMOVE ALL RED INSTRUCTION TEXT BEFORE SUBMISSION**

# Executive Summary/Elevator Pitch

Write a short description of the feature and how it will improve gameplay.

# Gameplay

Describe how the feature will integrate with your current game. This section should describe the gameplay in terms of how the player interacts with the game (technical details are in the next section. Feel free to add pictures or diagrams if it helps to communicate your idea.

# Mechanics

Describe how the feature works in gDevelop. You should try and think about global and object variables, behaviours, and other functional aspects of your feature.

# Assets

List the assets (sprites/sounds/dialogue files, etc) that you will need to implement this feature. If you create the asset yourself rather than downloading it then put ‘created’ as the source.

|  |  |  |
| --- | --- | --- |
| Asset Name | Short Description | Source |
| e.g. Upgraded bullet sprite | An animated sprite powered-up bullet with energy around it | <add link to file or a screenshot if you created the asset yourself> |
| asset 2 | … | … |
| Asset 3 | … | … |