**1 Concept**

1.1 What is the basic concept?

1.2 What is the "high concept" of the game?

**2 Design**

2.1 What is the basic interactive design?

2.2 What is the planned interface? Provide a detailed description of the game’s interface/controls.

2.3 What is the planned perspective (1st person vs. 3rd person)?

3rd person

2.4 What is the basic interactive structure (e.g. chapters vs. great middle section, Levels, etc.)?

Procedurally generated levels

2.5 What is the "heart" of the gameplay (e.g. speed, actions, style, continuous, turnbased, etc.)?

Vertical platformer, jumping up on platforms, avoiding obstacles

2.6 How does multi-player work?

Turn-based multiplayer. Switches between players when the current player loses a life.

2.7 How difficult is the game?

2.8 How long will it take the average player to complete?

**3 Story**

3.1 What is the basic story? Include a fully developed back-story (context and subtext).

3.2 What is the genre?

Platformer

3.3 What is the tone?

3.4 What is the basic narrative?

3.5 What is the "heart" of the story?

3.6 Is it a linear story?

3.7 What is the player's goal and why would they want to accomplish it?

To reach the top of the tower and defeat the boss, Klump. The player wants to accomplish this because Klump is preventing the player’s success of climbing the tower by throwing obstacles down on the player. The player wants to defeat Klump and his evil reign.

3.8 Who does the player play? Single/multi player?

The player chooses a generic female or male character. Generic characters are available in different colors of clothing to distinguish between players during multi-player.

3.9 Are there other key characters?

**4 Gameplay**

4.1 Description of play.

4.2 Describe a typical play session including what the player does, what happens, player response, and so forth. The idea is to give a kinetic sense of gameplay.

4.3 Describe each mission or Level of the game (as applicable).

4.4 Preliminary maps of each Level or mission of the game (as applicable).

4.5 Describe all characters and enemies in the game.

The game contains one protagonist, the player. The main antagonist is Klump at the top of the tower. Other enemies involve what is thrown at the player by Klump and other obstacles such as birds that fly across the screen horizontally as the player moves upwards.

4.6 Provide a written walk-through of a sample path through the entire game.

4.7 Provide sample art (in the form of conceptual drawings or CGI).

4.8 Provide a detailed description of the sound design (music and effects).

4.9 Provide a detailed description of any cinematic sequences (as applicable).

**5 Market**

5.1 Who is the target audience and what are their expectations?

The target audience for this game is Lewis University students that are familiar with Dr. Klump and the underlining theme – Trump Tower.

5.2 Is this a product for core gamers or more “mass-market?”

5.3 Does this product target one core audience or multiple audiences?

This produce targets one core audience.

5.4 How does this product compare with its competition?

5.5 What is the key competition for the product?

Other vertical platformers such as Ice Cream Jr. or Doodle Jump.

5.6 What does this product offer that they don’t?

5.7 What do they offer that this product doesn’t?

5.8 What competitive products are in development?

5.9 This should also function as a potential list of Do’s and Don’ts for the production team.