***Intro***

Summary : A crazy and exciting 2D platformer that will have you on the brink of insanity!

Description : A 2D platformer that has no real purpose except to explore, solve the puzzles and work out what it god's name is happening in this world.

***Character Bios***

Main Character : Walking shark

was born as a shark but on day said "Fuck it" and grew human legs. Now works part time at a hotdog stand

Beginning enemy :

***Rough Plot***

dolphins want to kill sharkie

***Gameplay Discription***

***Artistic Style Outline***

***Systematic Breakdown of Components***

***Asset Breakdown***

***Suggested Game Flow Diagram***

***Suggested Project Timeline***

***Additional Ideas and Possibilities***