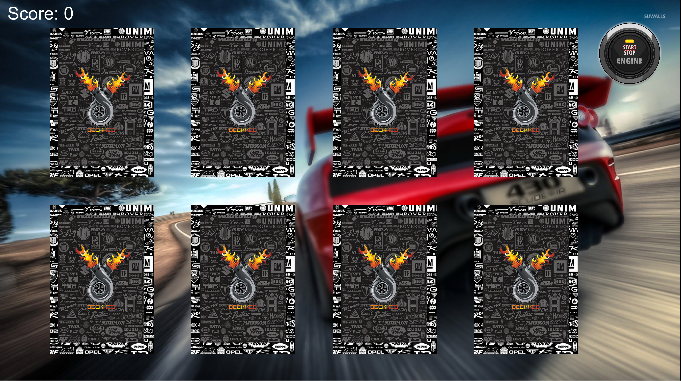
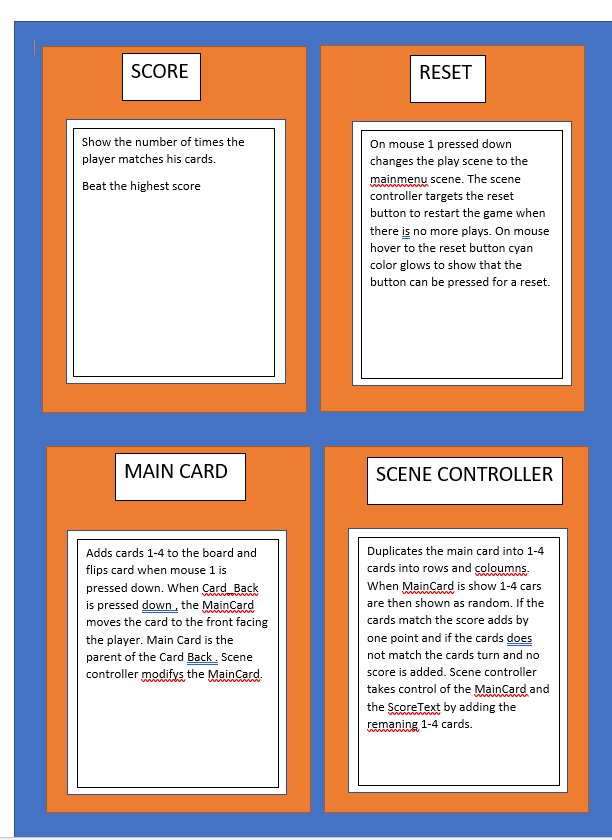
DECKKED



**The target device (incl. screen resolution, input methods)**



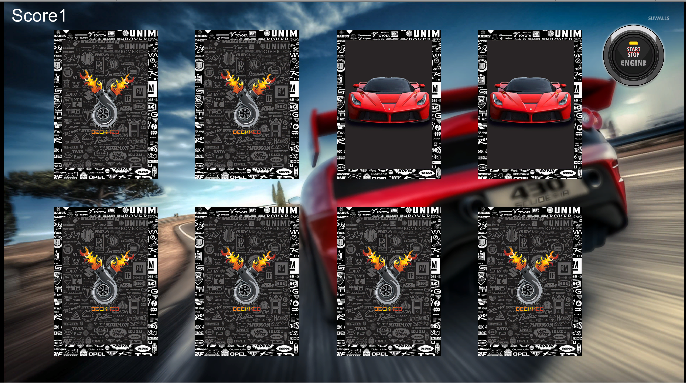
1920x1080 Pc resolution.

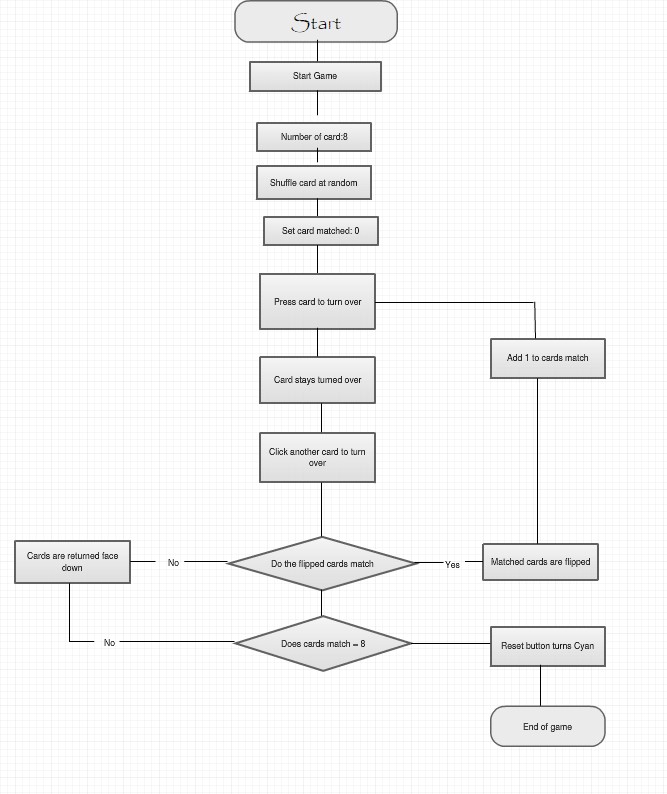
**Controls methods and game mechanics**

**Game screens**

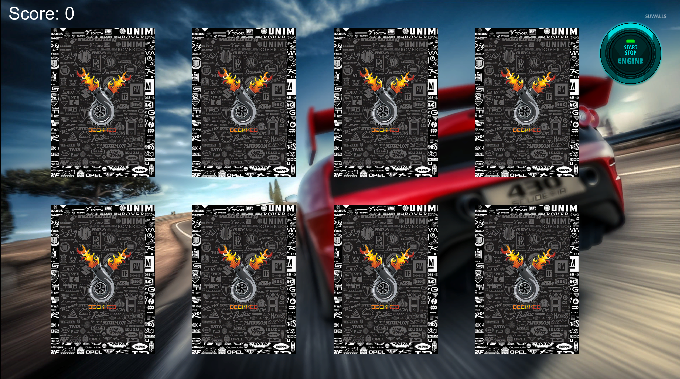






**Gameplay flowcharts**

**Game objectives**

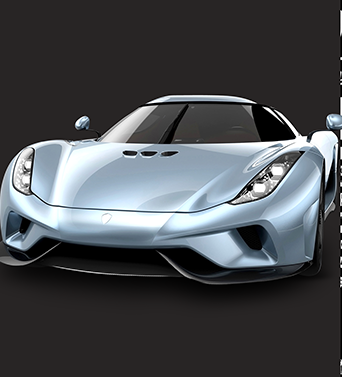


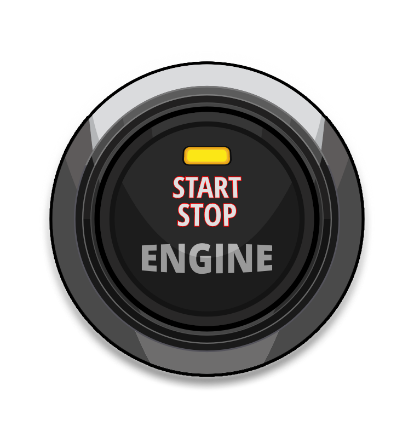


**Art assets (2D / 3D)**







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**User Interface outlines**

