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| Run N Gun |
| Group R – Ciaran McMahon(40291478),  Calum Chittleborough(), Mengzhao Yang() |
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# Table of Contents

# Document History

# Overview and Vision Statement

Updated from presentation.

# Inspirations

Include screenshots and descriptions.

# Player Experience Goals

Updated from presentation based on feedback.

# Audience and Platform

What is the demographic? What is the target platform? What are the hardware requirements? What is the size of the possible audience? Which other games are competitors in this space?

## Legal Analysis

Any issues? See lecture slides for some considerations.

# Gameplay

## Overview

Description of core gameplay.

### Player Mode

e.g. single-player, multi-player, etc.

## Screen Mockup(s)

At least one, but maybe more.

## Formal Elements

Review the lecture slides for details.

### Players

### Objectives

### Procedures

### Rules

### Resources

### Conflict

### Boundaries

### Outcome

## Controls

User interface requirements, rules (from formal elements) and scoring / winning conditions should be included.

## Levels

Describe levels to be implemented and ones that could be implemented.

## Flowchart

Include levels, etc.

## Editor

Are you developing an editor to make life easier?

## Characters

What are the main characters (both playable and non-playable) in the game?

## Story

Does your game have a story?

## Game World

Does the game world need any description?

# Required Media List

This should be tables – name, description.

## User Interface Assets

## Environment Assets

## Character-based Assets

## Animation Assets

## Music Assets

## Sound Effect Assets

# Technical Specification

Mainly tables of information or single statements.

## Development Platform and Tools

What are you developing with?

## Delivery Mechanism

How will the executable be provided?

## Game Engine

Technical requirements and libraries required.

## User Interface Technical Requirements

e.g. resolution.

## Controls Technical Specification

Anything special required?

## Network Requirements

Is it a standalone single-player game or are there network requirements?

## System Parameters

Max players, connectivity.

## Flowchart

Menu screens, etc.