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| PH.D Games |
| Dustbowl |
| **[Assignment 1]** |
| Version 0.1  All work Copyright © 2013 by PH.D Games.  All rights reserved. |
| **Brandon Carnell** |
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**Insert a Company Logo here**

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| May 21st 2012 |

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**Version History**

Version 0.1 – First path laid out. No opening description or branching paths.

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*