Game Overview

Gameplay Description (puzzles, missions, progression, etc.)

Gameplay Mechanics (engine, physics, movement, inventory, etc.)

Story,

Setting,

Character

Game World

Interface (camera, menus, hud, audio, etc.)

Artificial Intelligence (collision detection, npcs, etc.)

Technical Bible (hardware, file structure, libraries, etc.)

Game Art

Expansion (updates, patches, DLC, etc.)