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Design Document

**Game Design Document**

Target Audience

Main Selling Points

Competitive of Inspirational Game Titles

Estimated Total Playtime

Measured Performance Metrics

**Target Audience**

The target audience is kids age 5 through adults. Everyone knows how to play rock paper scissors.

**Main Selling Points**

1. Rock paper scissors is a easy to pick up game.
2. Our game can be played by yourself.
3. The rules are easy and simple to follow.

**Competitive or Inspirational Game Titles**

1. Rock Paper Scissors
2. A Dab Will Do Ya
3. Slap Hands
4. Cant Touch This

**Estimated Total Play Time**

The estimated total play time will be intervals of 5 to 10 mins.

**Measured Performance Metrics**

The game is incredible efficient.

**SWOT**

**Strength**

Everyone knows how and can play Rock Paper Scissors.

**Weakness**

This game will likely be played in short intervals because of the basic gameplay.

**Opportunity**

The game has lots of room to grow and many planned feature updates.

**Threats**

A major threat to this game is that its not a very fun game. People will more than likely play a couple of hands then stop playing.