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The Bone Dome HP

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# **HP Concept**

## The Idea;-

## Genre;-

### ¬ Why These Genres?

## Forms of Storytelling;-

### ¬ Why These Forms of Storytelling?

## Features;-

### ¬ Things that Players can do, such as;

## Player Motivation;-

## Platform;-

## Target Customer;-

## Unique Selling Points;-

Bone Rush GDD

<Concept Art / Screenshot here>

# Initial Idea / Mantra

## Developed Mantra -

## Level Design -

# Design Pillars

## Pillar 1 -

## Pillar 2 -

## Pillar 3-

# Mechanics

## Placeholder -

## Placeholder -

## Placeholder -

# Narrative / Story

## Setting -

## Characters biographies -

## Mechanics that are introduced through the story -

# Art style

# Music / Sound

# Bibliography / Image sources