GAME DESIGN DOCUMENT FOR METEOR BLITZ: SPACE SURVIVAL.

This is the entire documentation of the process of making the game in GODOT for future references and ease.

**What this document will consist of?**

This documentation will include the Information about the Game, the idea and concept, references, planning of the project, how each step is executed including with the steps and script(code) if needed.

Any links from where the assets were downloaded will be mentioned accordingly.