

**University of Calgary**  
**CPSC 585 — Winter 2019 — Games Programming**

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**Project A**  
**High-Concept Design Document**

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**Team A**  
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# **1 Game Design**

Project A is a game.

## **1.1 Game Analysis**

## **1.2 Game Concept**

## **1.3 Game Goals**

## **1.4 Game Genre**

## **1.5 Brand Analysis**

## **1.6 Target Market**

## **1.7 Competitive Analysis**

## **1.8 Gameplay Direction**

# **2 Proposed Features**

# **3 Game Design Elements and Terminology**

## **3.1 Story**

## **3.2 Terminology**

## **3.3 Game Information**

### **3.3.1 Arenas**

### **3.3.2 Power Ups**

### **3.3.3 Abilities**

### **3.3.4 Difficulty**

### **3.3.5 Menu**

# **4 Concept Art**