1. Specify which technology you are targeting
2. Define the size of the playspace
3. Describe the movement range for the user
4. Declare the assets you intend to use
   1. Inlcude the author/creator
   2. If the assets are purchased, make sure you check their use license and if they have requirements for using their product (i.e. do they require a logo in splash screen?)

a: Unsure what “which technology you are targeting” means?

b: Around one room?

c: Movement range would be anything within the same room.

d: Basic hand-crafted sprites for a DOOM-like first person shooter

Basic Idea: A DOOM-like FPS where the person’s room is the level. Spawns small but easy-to-hit enemies based on if the ground is visible.