Roadmap of High Concept:

1. Overall changes
   a. Reorganize the Game World section to be the first section. (It makes more sense if the reader knows the game world first then other features)
   b. Grammar and spelling checks.
2. High Concept Section
   a. Add more features in the section of High Concept-Features. (As the development of the game, we have come up more ideas)
   b. Make the Player Motivation section much clear.
   c. Add more details about the inspiration from other games. (Based on the feedback by Dan: "Give a little more detail on the games that inspired yours, particularly features that you borrow from.")
   d. Add more details in the Target Customer section. (Based on the feedback by Dan:"Target market could use more fleshing out. Which subset of players are you specifically aiming for?")
3. Artistic Section
   a. Change the graphic style from 2D cartoon to 2D pixel. (Because of the constraint of time, 2D pixel is much easier to draw)
   b. Add sample character's picture in the Graphic Style section.