Author

Company name

Game Name

**Contact**

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# 

# Tittle Page

## Game Name

Game Name

## Working Team

Member – Function

Member – Function

Member – Function

Member – Function

## Game Engine

Version and programming language used. Includes any special library used in the game.

## Document

This document is made to help anyone working on the project on how the scripts and objects work inside the engine. Any new system needs to be updated in this document for a clear understanding, enabling anyone new to the project to edit elements in the engine.

# Mechanics / Functions

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