Presented by: Tim Greason, Levi Squires, Justin Morritt

[Company address]



Advanced HTML5 Game

Game Design Document

Version 1.0

March 23, 2015

# Advanced HTML5 Game

## Game Overview

[Use the Project communication table to identify the communication documents needed for your project, the recipients of the documents, the persons responsible for creating and updating the documents, and how often the documents need to be updated.]

### Team Personnel

|  |
| --- |
| Justin Morritt |
| Levi Squires |
| Tim Greason |

### Team structure

[Identify the key roles of members of your marketing team and the normal patterns of communication between roles. You can create a diagram or table to illustrate communication relationships.]

### Team goals

* [List your team's quality goals.]

### Team roles and responsibilities

[Identify the responsibilities assigned to each of the team roles.]

## Plot And Setting Information

### Potential exceptions and problems

* [List all potential problems that might arise during the project, and list their causes, symptoms, consequences, and possible solutions.]

### Appropriate corrective measures

[For each issue, identify the optimal way to resolve the issue and then identify the steps that your team needs to take in order to implement the resolution.]

### Tracking risks and issues

[In the following table, track the risks and issues that you identified.]

| Date recorded | Risk description | Probability | Impact | Mitigation plan |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## Core Game play

### Change management process steps

[Describe the process that your team will follow to document and approve changes to the project. If your team uses a change control document, identify how and when team members should fill it out.]

### Change management process flow

[Create a flow diagram of your change process.]

## EnviroMental Elements

### Environments

BLAW blaw

### Characters

gdfgdfg

### Weapons

dfhfddfh

### Crafting

gfdgdfg

## Interface Usage

### Mouse

hfggh

### Keyboard

gfhfgh

### Mobile Touch screen

dfggdfg

## Menus and General Game Usage

### Main Menu

### In Game Menu

### Options Menu