**(Game Title Here)**

Word Count:

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# Game Outline:

To add: A game overview, summary, theme and to justify them

# Team Roles:

To add: A list of each team members role along with justifications

# Graphical Information:

To add: Concept art, models, information about the aesthetics, storyboards, asset list.

# Level Information:

To add: information about the game levels along with concept art.

# Gameplay:

To add: Information about the game, how it flows and other information such as AI.

# Story:

To add: Information about the game’s story

# Testing and QA:

To add: Information about how the game will be tested along with technical test plans and filled out tests.

# UI:

To Add: Information about the UI and any maps in the game.

# Milestones:

To add: A list of dates that tasks are to be completed by.

# Requirements:

To add: A list of functional and non-functional requirements for the game.

# Design Approach:

To add: Mention of the Design approach we’re using, why we picked it and what the alternatives were.

# Resources:

To Add: List of software and hardware needed. Specifications of the needed hardware.

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| Software | Price |
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| Hardware | Price |
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# Work Done:

# Information Sources Used: