Title Page

Introduction

Table of Content

1.0 Project Scope  
1.0.1 Project Purpose  
1.0.2 Game Pillars  
1.0.2.1 Power Fantasy  
1.0.2.2 Creative Problem Solving  
1.0.2.3 Knowledge is Power  
1.1. General Overview  
1.1.1 Game Genre  
1.1.2 Play Time  
1.1.3 Target Platform  
1.1.3.1 Game Engine  
1.1.3.2 Game Format  
1.1.3.3 System Requirements

2.0 Program & Mechanics  
2.1 Program Overview  
2.2 Mechanics Overview  
2.2.1 Spell Book  
2.2.2 Fire Ball  
2.2.3 Wind Slash

3.0 Visual & Audio  
3.1 Art Direction  
3.1.1 Overview  
3.1.2 Mood Board  
3.1.3 Environment Design  
3.1.4 Character Design  
3.2 Audio Direction  
3.2.1 Game References

4.0 Layout & Metrics  
4.1 Layout  
4.2 Metrics  
4.3 Level Design