Outliers Design Document

# Vision

vison

# Platform

platform

# Genre

Genre

# Core Gameplay

## Mechanics

mechanix

## Goals

golassooo

## Components

comp

## Controls

finger

## Features

Who knows

## User Experience

Why is this on a new page

# Visual Style

Its no longer on a new page

# Music

words

# Project Goals and Beyond (Game Direction)

Where we want it to be if we can (not in scope)

# Timeline

Self explanatory

## First Checkpoint

This is closer than I expected

## Second Checkpoint

This has become a shitpost

## Final Checkpoint

It really is tho

## Showcase

AHHH