An overview of Shadow Protocol: Neon Vault

● The theme or setting of your story.

● The key plot and potential endings of your story.

● Any morals or messages your story should convey.

Justification of...

● The User Experience choices behind your wireframe.

● The colours, typography and icons you have chosen for your mock-ups and game.

● The technical implementation of your solution.

Evaluation of...

● The User Experience of your game.

● How effectively you have implemented the solution.

● How you would want to improve the project in future.