



VERSION [0.0]

JUNE 13, 2017

replace with  
**LOGO**

[TENATIVE GAME NAME]

QUICK MOBILE GAME PROJECT

PRESENTED BY: CHINOKI



## [TENATIVE GAME NAME]

*A testy project that I don't know will work*

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### PLAN SPECS

<b>Development Platform:</b>	GameMaker Studio 1.4
<b>Target Audiences:</b>	ALL ages
<b>Target Platform:</b>	Android, iPhone
<b>Genre:</b>	Action RPG
<b>Players:</b>	1
<b>Development Time:</b>	1 month

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### ABSTRACT

The game is comprised of 3 states: Level map, Battle, and Conversation.

To battle, the player flicks attacks at CPU while dodging CPU's own attacks. The players attacks vary as though a deck of cards, and upgrade as any RPG. Battles vary with different selections of enemies.

The level map can be as simple as a list to sort out which battle is next and which one needs to be unlocked. There is no over world to explore.

Conversation is the dialog between the characters, driving the story line. It should retain a format that requires the least number of assets (sprites, sounds) to implement.

To win the game, one must proceed through all the battles. The goal is linear and straightforward, with a single possible ending.