**Game Design Document**

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**Introduction**

The purpose of this document is to record and conceptualize the solutions developed for the project, as well as document relevant resources that were used to implement said solutions. It will also serve as a place to communicate guidelines such as naming conventions, architecture, performance goals, art style etc.

**Resources**

GitHub Repository: <https://github.com/N4D1K-lgtm/PlatformerBarebones>