* Group members, group name, logo
* ~~Mission Statement ADT~~
* Game setting
* Story synopsis
* SWOT
* Description, specification, goals, game play
* Audience, rating
* Interface, input/output, interactions, cameras
* ~~Premise/limitations/choices/resources ADT~~
* Content designs/3D/2D/animation, audio
* ~~Level designs, flexibility/scripting language? ADT~~
* Version control/testing strategy/documentation
* ~~Brief timeline (demo date is early Dec) ADT~~