Game Design Specification

A Passion Project by Friends

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# Project Overview

This is a passion project among friends pulling from various aspects of our life. We all have special talents and skills that would go well in a team-building activity. We all deserve a fun project that can show off our accomplishments. It even would look good on a resume *(more on that later)*.

This project will require all of us to work together in order to produce a product that we can be proud of. This project will span over four months and have several stages. This will require communication and accountability on everyone’s end.

In order to make sure things are running smoothly, there will be group meetings once a week. The duration of the meeting should be no longer than 30 minutes at a time.

# Meet the Team

All of us bring something useful to the table when building a game. For most studios, and the games you play, it requires a massive team dedicating a lot of time and effort to craft something amazing. Between artists, writers, developers, engineers, I.T., managers, musicians, and more. Determining what roles fit each other the best is important for determining the delegation of what roles.

However, we are just a small team and it’s important to keep the scope of what we are doing realistic to what we have available.

Alex Allen:

Nick Harsh:

Andrew Miller:

Josh Miller:

Hunter Smith:

# Project Scope

By the end of the four months, we will have produced a small-time functional game.