Working Title

# Summary

Summarize your game.

What will it look like?

How do you play it?

Include screen mock-ups. These can be hand-drawn or whatever.

# Progression

The game must have some kind of progression to sustain interest for at least 10 minutes.

Explain how that fits into your game design.

# Assets

Try to make a rough list of the assets you will need.

Do you have any plan for where you will get these? Will you make them, find them online?

* Sprites
* Sound Effects
* 3D Meshes
* Animations
* Etc

# Length of Play

We are shooting for about 10 minutes of total gameplay.

How will your game achieve that?

Replaying does not count. There must be some kind of progression.

# Techniques

What techniques are you using, and how? For full credit, you need at least 4 of these.

* Touch Input
* Animation
* Collision/Physics
* AI/Navigation
* Procedural Levels
* UI
* Mobile-Specific Input (acceleration, etc)
* Custom Shaders