Working Title

-Proposal Documentation-

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# Abstract

Description oft he document’s content.

# Game Design

Covers the overall design of the game. Includes reasoning for target audience, art style, platform, etc.

## Mechanics

Goes into detail about the game’s core mechanic. This section also mentions possible puzzle elements. A diagram could visualize a basic scene.

## Story

Describes the story if there is any, can possibly be left out.

## Look & Feel

Describes the look & feel oft he game.

# Project Management

Contains all information about the management of our group during the project.

## Team

Rough overview of the people involved in the team and their skills.

## Task Breakdown Structure

Breaks down the work into serveral modules, which are then broken down into different tasks (Explained by diagram). Also talks about task dependencies.

## Scheduling

How long does each task need and when does each task have to be finished ? Critical Path analysis and corresponding diagram.

## Measurement

How will the project process be measured. When is a task done ? How will the requirements be tested ? Describes the testing concepts used and how they will most likely be applied.

## Task Allocation

Who performs which task(s) and why ?(Table would suffice)

# Software

Describes which software is being used for which tasks and why this is the best solution. Includes Frameworks etc..

# File Structure

We kinda already did this but this chapter addresses why this structure has been chosen. This does not have to go into detail.

# Assets

Lists the required assets.

# Risks

Of course there is the critical path, but what else are possible risks ? What are possible backup plans ?

# Reference List

Put all your references in here.

# Appendix

Contains all material which would not fit onto a single page, or is not needed in context (i.e. research material, etc.).