Working Title

-Proposal Documentation-

Table of Contents

[0 Abstract 3](#_Toc463541586)

[1 Game Design 3](#_Toc463541587)

[1.0 Mechanics 3](#_Toc463541588)

[2 Project Management 3](#_Toc463541589)

[2.0 Task Breakdown Structure 3](#_Toc463541590)

[2.1 Scheduling 3](#_Toc463541591)

[2.2 Task Allocation 3](#_Toc463541592)

[2.3 Software Overview 3](#_Toc463541593)

[3 Risks 3](#_Toc463541594)

[4 Reference List 3](#_Toc463541595)

[5 Appendix 3](#_Toc463541596)

# 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.

# Project Management

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

## 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.

## 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.

# Assets

Lists the required assets.

# Risks

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

# 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.).