1. Title Page
   * Game Name – Hive-Minded
   * Team
     1. Noah Day – Programming and Design
2. Game Overview
   * Purpose – Entertainment
   * Intended Use – Stand Alone
   * Target Audience – 13+
   * Genre – Puzzle, Party
3. Gameplay
   * Objectives – Retrieve item from Point A and bring it to Point B. (Current thought is pollen from a flower to a hive)
   * Progression – Access to individual levels by completing the previous.
4. Mechanics
   * Rules – During a level the player will take “Turns” consisting of up to three actions performed in the order that the player inputs them.
   * Movement
     1. The player is able to move in the directions of: Up, Down, Left, and Right. These movement actions are limited by semi-constant tiles with rules on how the player is able to walk.
   * Actions
     1. The “Grab” Action – This action allows the player to carry and drop interactable items in a level. Only one item may be carried at a time. If an item is dropped on another item the items will swap positions: one being carried and the previously held item on the ground.
     2. The “Use” Action - This action allows the player to perform an action dependent on what item is currently held.
     3. The “Start” Action – This action runs the sequence of actions and ends the “Turn”.
   * Items
5. Screens
   * Title Screen – A hub that allows access to other screens.
   * Level Select – A screen that allows the player to open an unlocked level screen.
   * Options – Allows for the configuration of controls.
   * Level – The screen in which gameplay takes place.
6. Game World
   * *Look and feel of world*
7. Levels
   1. Tutorial level that introduces movement mechanics.
8. User Interface
   * The HUD consists of a visual representation of the sequence of inputs currently being pressed.