1. Title Page
   1. Game Name – Hive-Minded
   2. Team
      1. Noah Day – Programming and Design
      2. Bryce Salyer – Music and Design
      3. Declan Carroll – Level Design
      4. Jeremy Sayagnao -
2. Game Overview
   1. Purpose – Entertainment
   2. Intended Use – Stand Alone
   3. Target Audience – 13+
   4. Genre – Puzzle, Party
3. Gameplay
   1. Objectives – Retrieve item from Point A and bring it to Point B. (Current thought is pollen from a flower to a hive), within
   2. Progression – Access to individual levels by completing objectives in the previous.
4. Mechanics
   1. Rules – During a level the player will take “Turns” consisting of up to three actions performed in the order that the player inputs them.
   2. 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.
   3. 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”.
   4. Items
      1. Watering Can – Interacts with certain other objects in the immediate cardinal directions.
      2. Seed – Turns the tile past the seed (from the player) into a fully walkable tile.
5. Screens
   1. Title Screen – A hub that allows access to other screens.
   2. Level Select – A screen that allows the player to open an unlocked level screen.
   3. Options – Allows for the configuration of controls.
   4. Levels – The various screens in which gameplay takes place.
6. Game World
   1. *Look and feel of world*
7. Levels
   1. Introduce movement and
8. User Interface
   1. The HUD consists of a visual representation of the sequence of inputs currently being pressed.

Log

Week 1 – Jan 5

Programming

Week 2 – Jan 12

Spriting

Programming

Week 3 – Jan 19

Spriting

Programming

Music Design

Menu Design

Week 4 – Jan 26

Spriting

Programming

Music Design

Menu Design