

Drawing Game - List of Features

	Before further development:	Assigned to:
	Compare viability on Unreal and Unity Engines	
	Set up version control	

Essential Features of the Basic Drawing Game		
	Gameplay Features:	Assigned to:
	2 Different Music Tracks	
	2 brushes available per music track	
	The ability to select brushes during gameplay	
	A background colour pattern/colour for each music track	
	The ability to end the current song during play	
	Interface Features:	
	Main Title Page:	Assigned to:
	Choice of songs - When selecting a song, choose to play it through once or infinitely loop until the player ends it	
	Quit game option	
	Selection Page at the end of a song (when set to play through once):	Assigned to:
	Play again option - choose to play it through once or infinitely loop until the player ends it	

Ideal Features of the Basic Drawing Game		
	Gameplay Features:	Assigned to:
	The ability to select the brush colour during gameplay	
	More choice of brushes	
	More sophisticated brushes, such as the brush width being affected by how fast the line is being drawn	
	The ability to have multiple people drawing at the same time at different positions in the timeline	
	Interface Features:	
	Selection Page at the end of a song (when set to play through once):	Assigned to:
	The option to save your drawing so you can add to it later	
	Main Title Page:	Assigned to:
	The option to load a previously saved drawing	