Game Design Document

## Executive summary

* Game concept, genre, target audience, project scope, etc.

**Gameplay**

* Objectives, game progressions, in-game GUI, etc.

**Mechanics**

* Rules, combat, physics, etc.

**Game elements**

* Worldbuilding, story, characters, locations, level design, etc.

**Assets**

* Music, sound effects, 2D/3D models, etc.