Continuum

*There’s a time and place for everything…*

*By:*

*Date*

*Rev. 1*

**Executive summary**

Continuum takes place in a haunted house.

**Overview**

**Related games**

**Player composites**

**World**

**Characters**

**Progression graph**

**Art direction**

**UI storyboards**

**Tags and dialogue**

**Technology plan**

**Software architecture**

**Controls**

**Level design**

**Mechanics analysis**

**Schedule**

**Budget**

**Change log**