Design Specification

Game Summary

* Objective(s).
* Rules.
* Game play.

Research

Provide a critical review of the research you undertook to inform the design/implementation the game.

Screen/Level Map

Provide annotated screen shots identifying all interactive elements and assets.

Implementation Specification

Where appropriate, provide clear explanations of the data structures and code used within game. These should include:

* Functions/Objects

Describe any functions or objects that have been used to implement the game (eg a player object).

* Code Structure

Document the overall flow of the code and where it is located within the source file(s).

* Assets**:**

Describe significant assets that are used within the game, particularly any assets that you created yourself.

* Implementation Evaluation

Provide a summary of the strengths and weaknesses of the technologies (platforms/frameworks etc) that you used to implement your game.

* **References: You must clearly identify the source of any code/assets that you did not create**
* Appendix 1

Game Concept Presentation.

* Appendix 2

Any further design sketches, background information, research that you wish to submit.