**Game Development Document**

**Note: you can add or remove any heading depends upon your game. While submitting remove all red text thanks**

**🎮️ NAME OF GAME:**

xyz

**👥 STAKEHOLDERS:**

* **Developer:** xyz
* **Design:** xyz
* **QA:** xyz

**OVER VIEW (no need to write anything on this heading.)**

## 📐 PROJECT SCOPE

* **Budget:** abc
* **Timeline:** abc

## 🗣️ELEVATOR PITCH

One sentence briefly but concisely describing the game.

## 💵MONETIZATION:

Briefly explain how/if you plan to monetize the game.

**STORY:**

A one-paragraph synopsis of the story. If the story is too long, save the details for a separate document.

**GAMEPLAY:**

Describe how the game is played. Be specific and describe each feature in a structured way

**CORE GAME MECHANIC #1**

* **Details:** abc
* **How it works:** abc

**CORE GAME MECHANIC #2**

* **Details:** abc
* **How it works:** abc

**CORE GAME MECHANIC #3**

* **Details:** abc
* **How it works:** abc

**GAME ELEMENTS:**

Describe your game world, including all the characters, location, object, and other elements in it.

## 👤 CHARACTERS:

## abc

**🗺 LOCATIONS**

## abc

## 🏆 LEVELS / MISSIONS

## abc

## 📦 OBJECTS

## Abc

**ASSETS** **(no need to write anything on this heading.)**

Here is where you will include all of the assets needed as well as brief descriptions.

## 🎨 ART

## abc

## 🏃‍ ANIMATION

## abc