This report describes all the requirements for processing and producing the game. The purpose of this proposal report is to provide a general understanding of our game building process , production and limitations. We want to develop the game that runs on both 32 bit and 64 bit processor with multi thread CPU. Our game will be able to run only on Desktop level platform. Two participant players will progress through 3 levels till completion of the game. We will demonstrate the flow of data between inputs, processing, scripts, and game engine facilities. As, our development platform is SFML, we will be focusing on sprites, window, graphics, audio, and multithreading too. As, our goal is to design a 2D action game, our game will lack interesting interactive realistic graphics .