Hey Read This: ok so like you can modify this document if you’d like, but don’t commit those changes to the main branch. I want this to remain non answered so we can all have our own different ideas come Sunday. Thanks!

Game Document

-main character:

-who, what, where, when, why

-big mechanics

-Who are the enemies?

-How do we move?

-How do the enemies attack?

-How do we score?

-Do we have boss fights, how are bosses different, does beating bosses give some type of advantage later?

-What art style are we going to use?

-Why type of music/sounds are we going to implement

-are we going to have Easter eggs?

-Level design is a big deal

-will our movement change or become advance throughout the game?

-double jumps?

-grappling

-jet pack

-etc.