Game Document

-main character:

-who, what, where, when, why

-big mechanics

-who are the enemies

-how do we move

-how do the enemies move (attack patterns)

-how do we score (if we have a score at all)

-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.