* Storyline
  + Outline of the main plot points of the game
* Levels
  + List of all the levels and explanation of how each level flows in each other
  + Graphs outlining how the game progresses as the player plays.
* Character Art
  + Character art and bios.
* Environment ideas
  + Possibly an old theme park environment
  + The maze walls are stone, wood, metal &or plants(bush)
* Environmental Art
  + Environmental art to be used in production.
* GUI
  + Mock-ups of the following:
    - Splash screens
    - Main Menu
    - HUD
* Sound and music
  + What music and sound will the game need?
    - The game would need some eerie sounds
  + How will you use audio to enhance player experience?
    - I will use the audio to enhance the feeling of uncertainty