Story and Setting Document

1. Story, Setting and Character
   1. Story and Narrative –Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
   2. Game World
      1. General look and feel of world
      2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
   3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters