KEYWORD GOALS

*High level, keyword-driven goals for the component in question i.e the UI should be 'minimal' or the world should be 'colourful' or the car movement should feel 'fast and smooth'. These keywords will be used later when assessing the final version of the game.*

* The design should feel whimsical, as though in the mind of a child
* The story should be funny but meaningful
* The combat must be slow enough to give the player time to strategize, but not so slow that it drags on for more than a 5 - 10 minutes
* Combat should be challenging but not overwhelmingly difficult.
  + We’re not remaking ‘I Wanna Be The Guy’
* The art design should vary from level to level but remain stylistically consistent
* The movement of the main character should feel smooth and responsive
* The UI design should be simple and functional but not feel cluttered
* The UI design should mesh with the overall aesthetic