

Game Design Document Try-Guys

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| Revision List | | | |
| Version | Author | Date | Comments |
| 0.1 | Andrew Scott | 24/09/2019 | Draft document |
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# Introduction

Describe document

## refrences

# platform and software

# game Specification

## Game Consept

Describe what the game will be

## story/setting

Describe the setting (Mad Max-esk)

## Game Features

What are the main features / mechanics we plan to put into the game

## objective

## Graphics

# Gameplay

## overview

## scaling difficulty

## score system

## Controles

## combat

## flowchart

# Interface

## Menu’s

## Hud

## camera

# Team

# Appendices

## asset list