Game Plan for a Game

(Feel free to add bullets)

* Brief description of game
  + Title
  + Overview of Rules
  + Overview of Theme
* Style
  + Rules of the game
    - How to win
    - How to lose
    - Point system?
    - Lives?
    - Life meter?
    - Bonuses?
  + What does the player control?
    - Assign buttons to which object?
  + How does the player control the game
    - Button assignments
  + Levels
    - Level 1:
      * New Challenges
      * New Designs
* Themes
  + Models
    - Animations?
  + Textures
  + Fonts
  + Sounds
  + Layout
    - (Basic design concepts here)
* Menus
  + Start Game
  + Settings
    - Volume
      * Music
      * SFX
    - Key assignments
      * Default
      * Custom