**Gdd of Catch Time**

1. **Purpose of the game:**

We hope to develop a game that is full of fun and could recall our good memory in campus based on GuangZhi scene.

1. **Outline**
   1. **Game story for gameplay**
   2. **Game flow**
2. **character**
3. **game world**
4. **enemy**
5. **gameplay machanics**
6. **level design(beat chart)**