Game Design Document
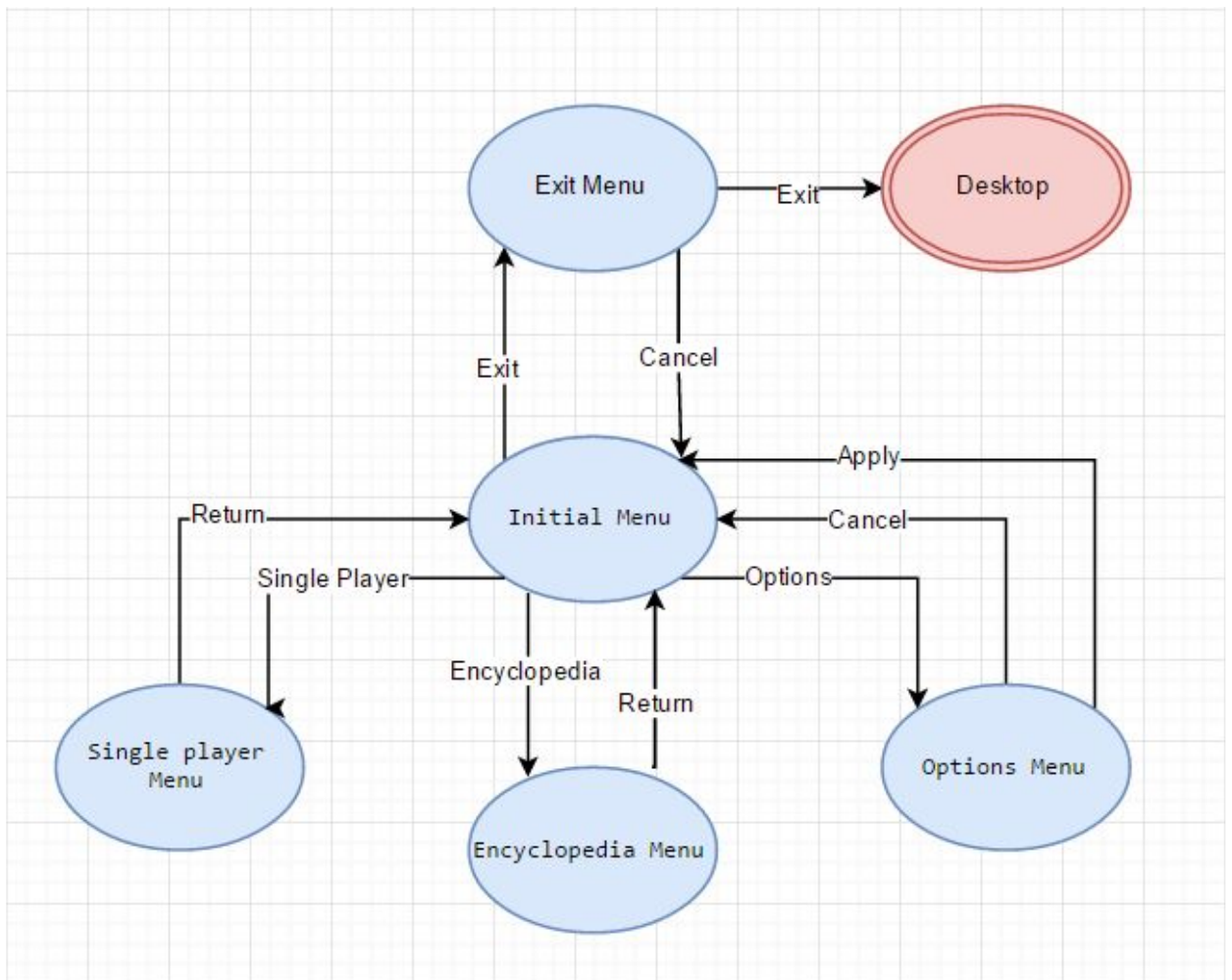
Real Time Strategy Game

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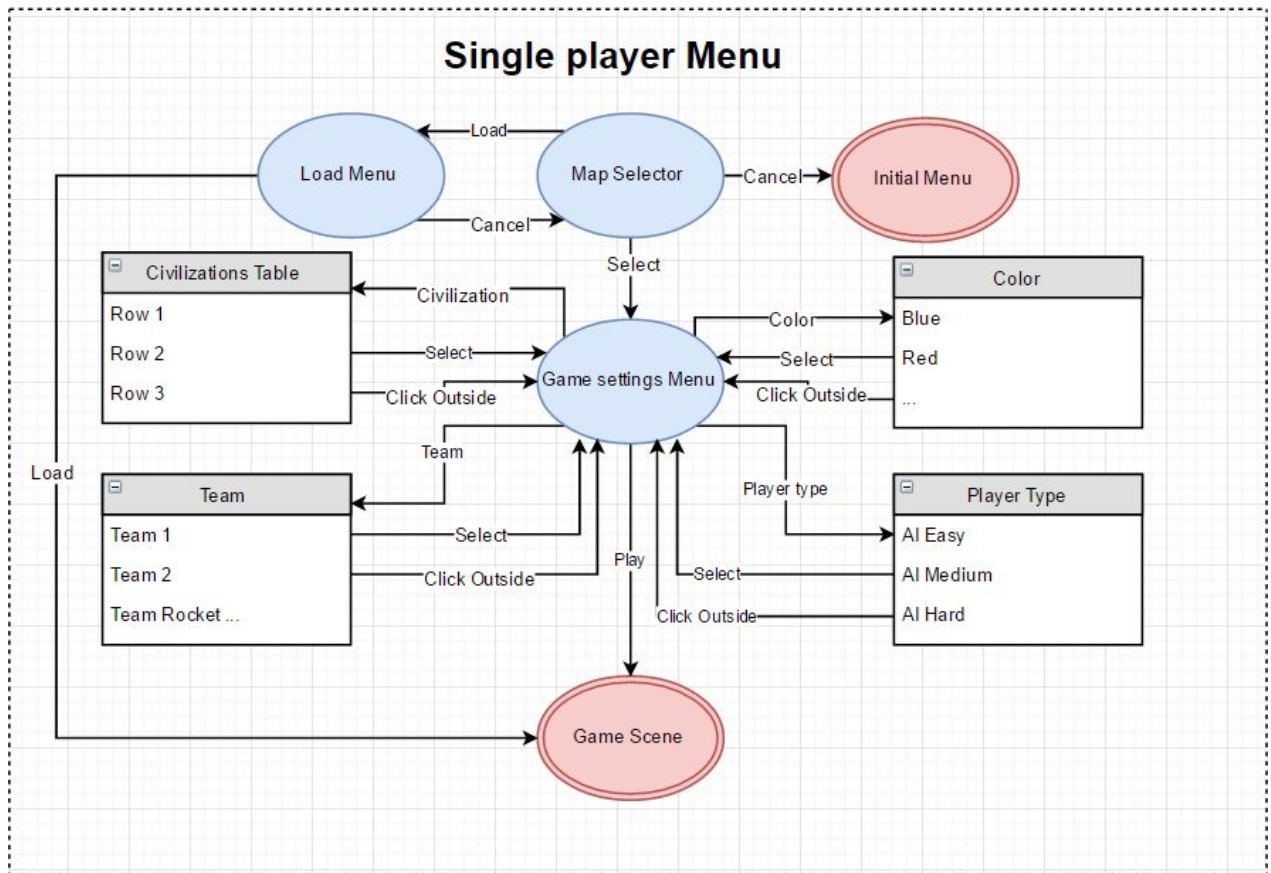
1. Tools
2. Level Design
3. Characters
4. Gameplay
5. Art
6. User Interface

   a. Initial Menu Diagram

b. Single Player Menu

7.Sound and music