**TURN BASED GAME**

Zach Blackstock [**40592313**], Douglas Harrison [**40650822**], Louis Mitchell-Stephen [**40652508**]

**Overview – Louis (400)**

**Context**

GGGGGGGGG

**Background**

GGGGGGGGG

**General Information**

GGGGGGGGG

**Inspirations – Douglas (300)**

**Related Games**

GGGGGGGGG

**Player Experience Goals – Louis (350)**

**Aimed Overall Experience**

Does your game at pushing the player in reflexion, relaxation, action, stress, contemplation, immersion, etc ...

**Audience And Platform – Douglas (400)**

**Target Demographic**

GGGGGGGGG

**Potential Competitors**

GGGGGGGGG

**Target Platforms**

GGGGGGGGG

**Gameplay – Zach (500)**

**Screen Mock-up - Zach**

GGGGGGGGG

**Formal Elements**

**Players:** GGGGGGGGG

**Objectives:** GGGGGGGGG

**Procedures:** GGGGGGGGG

**Rules:** GGGGGGGGG

**Resources:** GGGGGGGGG

**Conflict:** GGGGGGGGG

**Boundaries:** GGGGGGGGG

**Outcome:** GGGGGGGGG

**Controls**

GGGGGGGGG

**Media List – Zach (50)**

**Sprites**

GGGGGGGGG

**Sounds**

GGGGGGGGG