Project Name

Project Subtitle, if Applicable

# Project Overview

## High Concept and Mockup

Provide a **brief 1-2 sentence description** of your game, the main game loop, and followed by your **mockup** visualizing what the player will see when they play your game.

## Character

Describe the **character** that the player will be playing as. If the player does not control a particular character, describe the types of characters that the player interacts with during gameplay.

## Camera

Describe the **perspective** that the game will be played from.

## Controls

Describe the **controls** that the player will use to interact with the game.

# Game States

Each **section or phase** of your game, such as a main menu, a battle, overworld navigation, or credits screen, should be described below. Each section should be accompanied by a **UI wireframe**, indicating **what UI elements are needed** and **their positions** on the screen.

You will need at least the following: a **Splash Screen**, a **Main Menu**, and a **Gameplay** screen; sections for each are added below. If your game will have more, please add new sections for them.

## Splash Screen

## Main Menu

## Gameplay

# Roadmap

Provide an **overview** of the time taken to create this project and **the objectives that will be completed** by each section of time. (This doesn’t need to be super detailed – bullet points and lists will do fine)

|  |  |
| --- | --- |
| **Week** | **Objectives** |
| 1 |  |
| 2 |  |

# Credits

List each member of the team that will be working on this project. Each person should have their name and title clearly displayed. This applies, even if working alone.

## Third-Party Works

If you are using any assets or plugins, please list them below.