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| Time Travel Games |
| **Speed Runner 2** |
| **Keep moving or die** |
| Version #01  All work Copyright © 2012 by Time Travel Games.  All rights reserved. |
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| May 16th 2016 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

1. **Game Overview**

The objective of the game is

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

*(Point of View)*

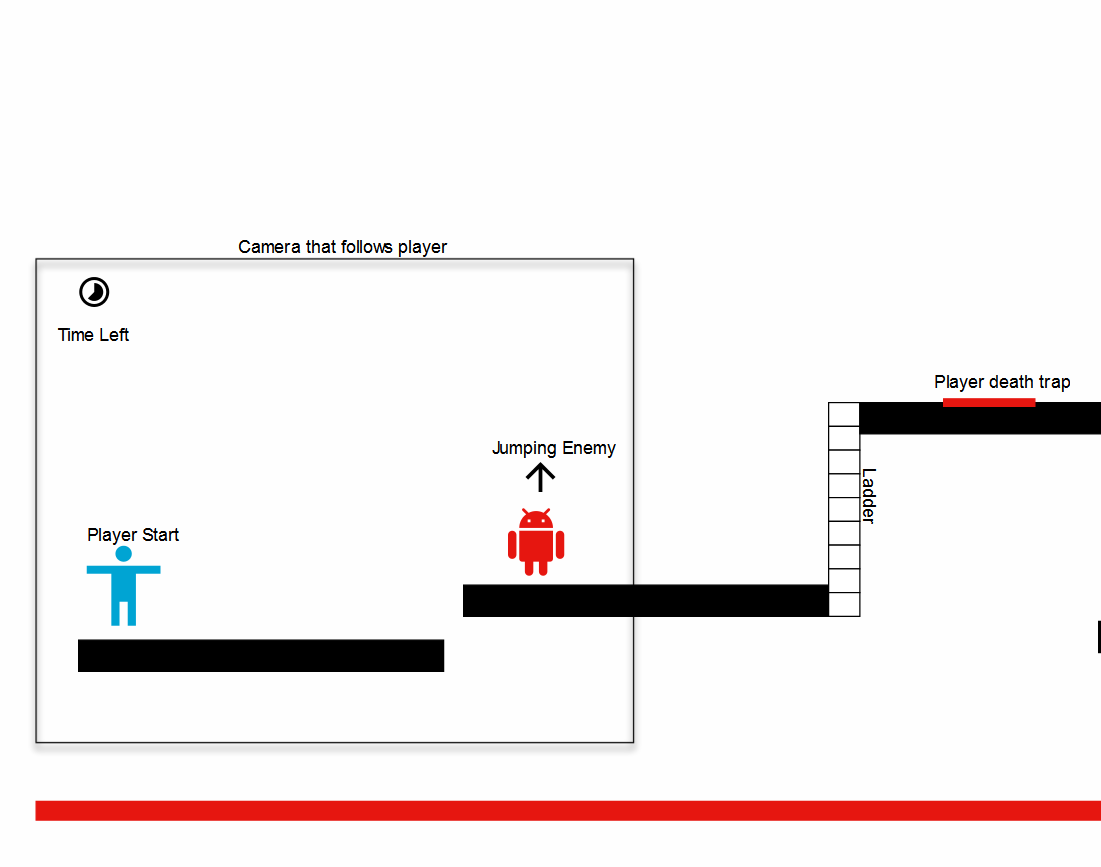
1. **Controls**

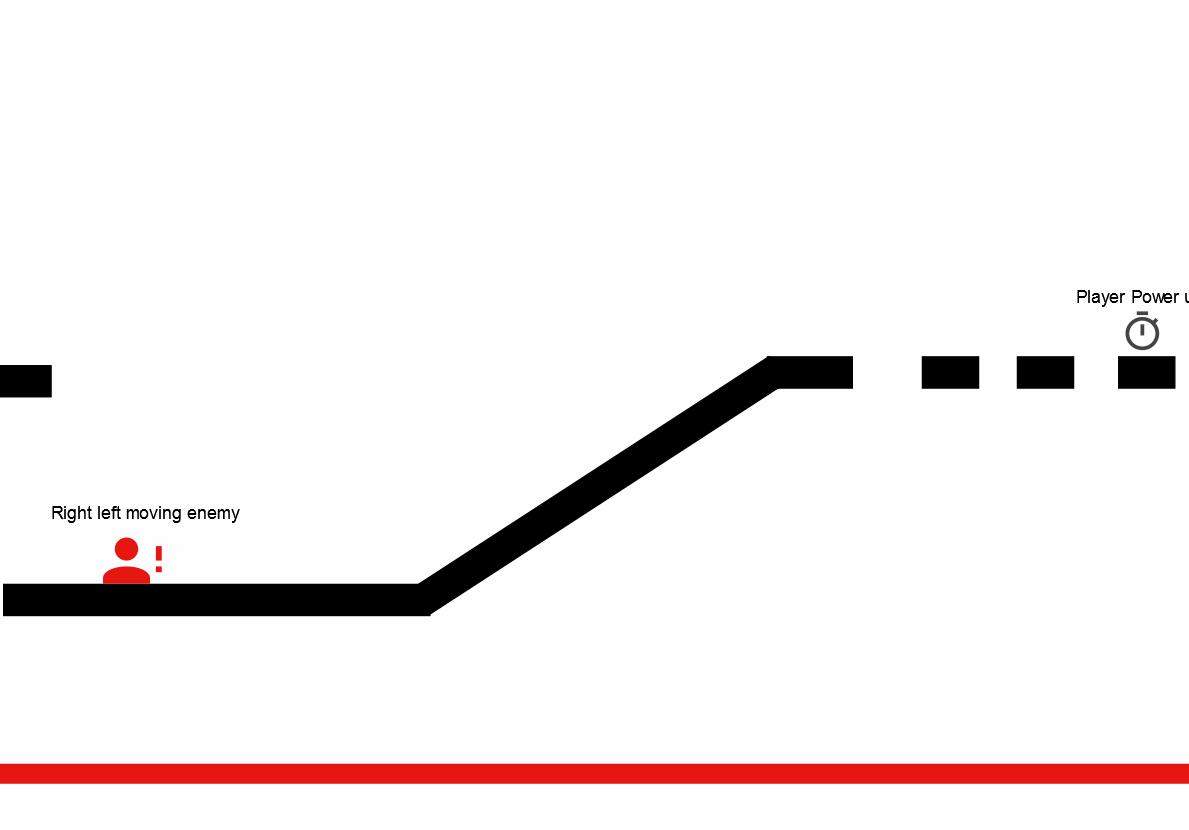
*(Which keys does your game use? Does it use the mouse or a joystick?)*

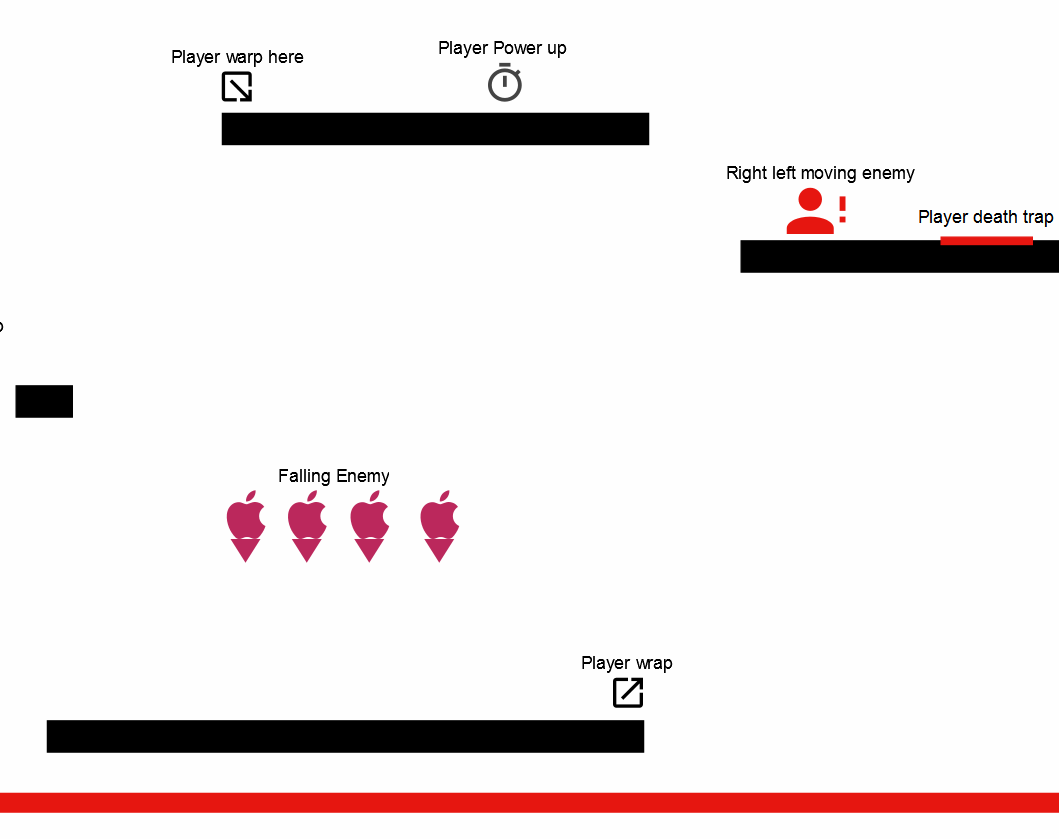
1. **Saving and Loading**

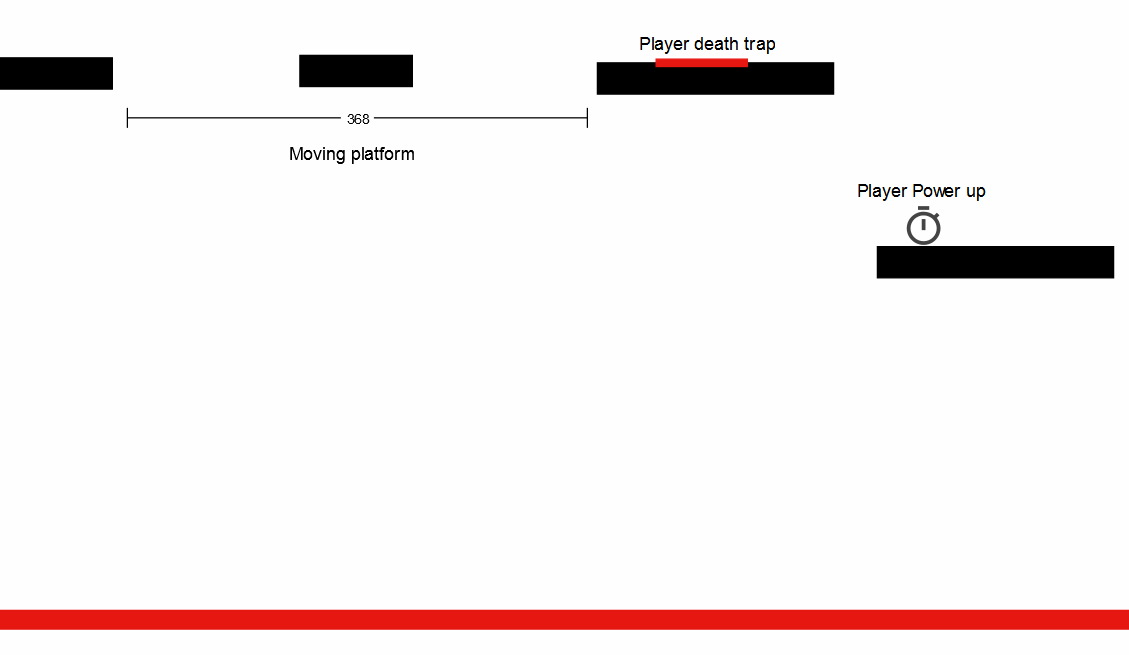
*(Does your game include saving and loading? When? How?)*

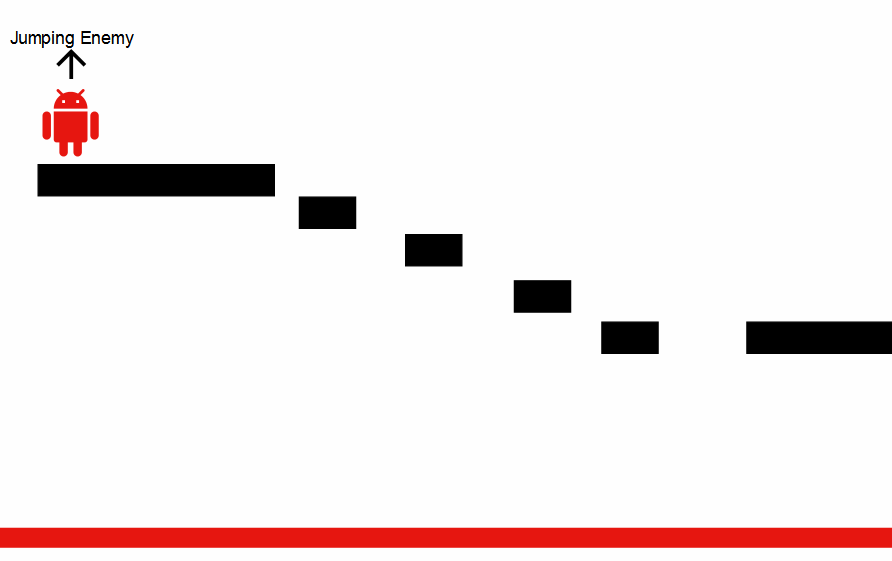
1. **Interface Sketch**













1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Script**
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*