GAME OVERVIEW

1. I have decided to develop a multilevel pick up object game.
2. It will be a side scrolling platformer, you will need to pick up items to unlock the next level and have a time limit.

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| Main Character |  |
| Enemy |  |

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| 1. Game Information | |
| Game Title | Bit |
| Intended game platforms | Windows & Linux |
| Target age of players | Anyone can play, but would say 6+ |
| Office of Film & Literature Classification (OFLC) classification | G |
| A summary of game’s story | Bit, the main character lives in a PC’s CPU. He goes about his daily tasks as normal until he notices a blob. Blob’s mean a virus is attacking the CPU and Bit has to do what he can to help Central Command fend off the virus. He does this by killing Blobs by squishing them and collecting Bytes by picking them up. |