**Mobile Game Design Document**

1. Introduction

The team will create a mobile game for Android devices loosely based on the video game Frogger from Atari that is centered on the idea of crossing the busy, packed streets of India, and trying not to get run over.

2. Story

3. Characters

The characters are very generic and do not have names. The player can choose if they want to play as a man or woman.

4. Level/Environment Design

5. Gameplay

6. Art

7. Sound and Music

8. Targeted Platforms

9. User Interface

10. Game Controls