### 5. Gameplay

**5.1 Overview**

Description of the core gameplay.

**5.2 Gameplay description**

Detailed description of how the game functions.

**5.3 Controls**

Map out in detail the game procedures and control.

**5.3.1 Interfaces**

Wireframe (with description) of all the interfaces you need.

**5.3.2 Rules**

Description of the rules of the game.

**5.3.3 Scoring/winning conditions**

Detailed description for each play mode (es. multiplayer, single player, …).

**5.4 Modes and other features**

Describe game modes (es. multiplayer, single player, …).

**5.5 Levels**

Design for each level.

**5.6 Flowchart**

Flowchart that lists every areas and screens that should be created.