**Game mechanic proposal**

**Student name and surname**: Aneurin Hodgson-Roch

**Student number**: 10519004

**Name of the game**: Whiteboard World

**Target platform**: PC

**Controls**:

Move: Mouse movement

Draw: Mouse button 1

**Tools**:

Management: <https://trello.com/invite/b/3AlFIMdV/f86f3a57af54cf24d4ce9fb47853f78d/aint254-game>

Repo: <https://github.com/aneurinhr/AINT254Project> - Invite was sent

**Story**:

(story of your game)

**References/Inspiration**:

(games or parts of a game that inspired you – add screenshots, descriptions, etc…try to capture the essence of that particular game and why is relevant to your game)

**Aim**:

(describe what you are trying to achieve – please add everything that is relevant - mind maps, sketches, drawings flow diagrams, description of methods, screenshots)