# Design Documentation

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### **General Information**

Planning Time:
Development Time:
Planned Engine/Technologies:
Partners:
Scope and Goal:
Target Audience:
Planned Platforms:
Monetization Strategies:

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## <u>Gameplay</u>

Genre:
Input/Control Method(s):
(See "Controls" page for more info)
Gameplay Summary:
Gameplay Progression:
Camepiay 110gression:
Players Satisfaction:
Players Struggles:

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Important Gameplay Element 1:	
Important dameplay Element 1:	
Important Gameplay Element 2:	
Important Gameplay Element 3:	

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Control Scheme ()	:	
Button Press:		
Button Proces		
<b>-</b>		
Action:		
Button Press:		
Button Press:		
Button Press:		
Button Press		
Action:		
Button Press:		
Action:		
Button Press: _		
Action:		

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Story/Setting	
Where and when is this story taking place?	
Who is involved?	
What are they trying to accomplish?	
what are they trying to accomplish:	
Why are they doing this?	
How are they going to do this?	

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Name Of Place:	
Territory:	
What does this place look like?	
Who are its inhabitants?	
Points of interests:	
Other Information:	

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Species:	
Age Range:	
Sex(s):	
Locale:	
Alliances:	
Backstory:	
Notes:	
Species	
Species:	
Age Range:	
Sex(s):	
Locale:	
Alliances:	
Backstory:	
Notes:	

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Character Name			
	C		
_	Sex:		
Backstory:			
Age:	Sex:		
Locale:			
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Natari			
Notes:			

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# CONFIDENTIAL Page: \_\_\_\_\_ DO NOT SHARE, REPRODUCE OR REDISTRIBUTE WITHOUT EXPLICIT PERMISSION **System Design** Planned Internal System \_\_\_\_: \_\_\_\_\_ Systems Primary Role: \_\_\_\_\_\_ Systems Benefits: \_\_\_\_\_ Planned Internal System \_\_\_\_: \_\_\_\_\_ Systems Primary Role: \_\_\_\_\_\_ Systems Benefits: \_\_\_\_\_ Planned Internal System \_\_\_\_: Systems Primary Role: \_\_\_\_\_ Systems Benefits: \_\_\_\_\_

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UI Parent:	UI Name:	
UI Properties:		
LIT Nickoc.		
UI Notes:		

Pegion:	Map Name:	
lap Properties:	Nap Name:	
1ap Notes:		

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Script Variables/Properties:	DO NOT SHARE, REPRODUCE OR REDISTRIBUTE WITHOUT EXPLICIT PA	ERMISSION
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	Script Variables/Properties:	
Script Notes:		
	Script Notes:	
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