**‘Our Game’ Game Design Document**

# Overview

## Story

// A one-paragraph synopsis of the story. If the story is too long, save the details for a separate document.

## High Concept

# Gameplay

## First Minute

## Game Flow

//流程

## Number of Players

## Victory Conditions

# Art

//艺术风格

# Game elements

//Describe your game world, including all the characters, location, object, and other elements in it.

## Characters

## Locations

## Levels/Missions

## Objects

# Assets Needed

// Here is where you will include all of the assets needed as well as brief descriptions.

## Art

## Sound

## Animation

## …

# Schedule

Milestone, Gantt, Process