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| Poka Gamers |
| Meowth and his Pay Day |
| **[2D Platformer** |
| Version #01  All work Copyright © 2016 by Poka Gamers.  All rights reserved. |
| **Bridgiet Dhivya Joseph** |
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| February 27th 2016 |

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# Version History

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

# Game Overview

*(ensure you mention the goal of the game and how to win if applicable)*

# Game Play Mechanics

*(how does your game work?)*

# Camera

*(Point of View)*

# Controls

*(Which keys does your game use? Does it use the mouse or a joystick?)*

# Saving and Loading

*(Does your game include saving and loading? When? How?)*

# Interface Sketch

*(What does the game interface look like? Provide a screen shot or sketch)*

# Menu and Screen Descriptions

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

# Game World

*(Describe Your Game Environment)*

# Levels

*(Describe Each of your game levels)*

# Game Progression

# Characters

*(Describe Your game avatar if applicable)*

# Non-player Characters

(Describe Any Computer controlled Allies and how they work)

# Enemies

*(Describe computer-generated enemies and boss monsters)*

# Weapons

*(Describe any weapons available to the user)*

# Items

*(Describe any in-game items that can help or hinder the user)*

# Abilities

# Vehicles

# Script

# Scoring

# Puzzles/Mini-games

# Bonuses

# Cheat Codes

# Sound Index

*(Include an index of all your sound clips)*

# Story Index

*(Outline your game story here)*

# Art / Multimedia Index

*(Include an index of all your graphic and video assets here)*

# Design Notes

*(Include additional design notes here)*

# Future Features

*(Include any future features that are planned to be implemented)*