1. **Geeks VS Bugs**
   1. **Introduction**
   2. **System Design Specifications**
      1. **Game Overview**
      2. **Feature Set**

**General Features**

* 3D graphics
* …
  + 1. **Gameplay**

**Controls**

* + 1. **The Game World**

**Overview**

**World Feature**

* + 1. **The Physical World**

**Overview**

**Key Location**

**Travel**

**Scale**

**Objects**

**Weather**

**Day and Night**

**Time**

* + 1. **Rendering System**
    2. **Camera**

**Overview**

**Camera Detail #n**

**…**

* + 1. **Game Engine**

**Overview**

**Game Engine Detail #1**

**Game Engine Detail #n**

**…**

* + 1. **Game Character**

**Overview**

**Creation of the character**

**Enemies and monsters**

* + 1. **User Interface**

**Overview**

**Detailed #1**

**Character Selection**

**Level Map Selection**

**Victory Prompt**

**Main Menu**

**Start Button**

**Level Button**

**Exit Button**

**Pause Button**

**Detail #2**

**Skills**

**…**

* + 1. **Tools**

**Overview**

**Detail #1**

**Detail #n**

**…**

* + 1. **Musical Scores and Sound Effect**

**Overview**

**2D Sound**

**Sound Design**

* + 1. **Single Player Game**

**Overview**

**Single Player Game Detail**

**Story**

**Victory Conditions**

* + 1. **Character Rendering**

**Overview**

**Character Rendering Detail #1**

**Character Rendering Detail #n**

**…**

* 1. **Genres**

**Overview**

**Logic Game**

**Educational**

**Puzzle Game**

* 1. **Hardware**

**Units used as Emulators or App player**

* 1. **Software**

**Unity**

**MonoDevelop**

**Blender**