# Game Design Document

1. **Title Page**
   1. Game Name :
2. **Game Overview**
   1. Game Concept :
   2. Genre : Tap and timing, Distance.
   3. Target Audience :
   4. Game Flow Summary :
   5. Look and Feel :
3. **Gameplay and Mechanics**
   1. Gameplay
      1. Game Progression :
      2. Objectives :
   2. Mechanics :
4. **Game Art** 
   1. Game World :
   2. Characters :
5. **Levels**
   1. Levels :
6. **Interface**
   1. Audio, music, sound effects :
7. **Technical** 
   1. Development hardware and software, including Game Engine :

8. **Economy**

8.1Coins :

8.2 Gems :