* List 3 possible game names
  + Dream Catcher
  + Shooting Stars
  + Wish Catcher
* List the games 3 most compelling features (core mechanics of the game, unique selling points for the game (art, sound etc))
  + Art Style
* Define A target audience (age group, gender(s), interests)
* List 2 other games that will be your competition (real games currently on the app store)