

# Final report Computer Games Technologies

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This document outlines the structure of the final report for Computer Games Technologies. Overall the final report is an updated 10-pager without a page limit. Additionally, you should reflect and report on your process, deviations from the plan, and challenges you had to overcome.

## Core elements of the 10-pager

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1. Cover page
2. Story/Game Summary
3. Character(s) and Controls
4. Gameplay Concepts
5. Game World
6. Gestalt
7. Interface
8. Enemies
9. Bonus
10. Money

## Additional content for the final report

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Additionally, you should have the following sections:

11. Deviations from plan
12. Challenges to overcome
13. Reflection on the course and your experience,