* TimberGuy
  + **Description:** You become a wood chopper, avoid hitting the branches and get the top score.
  + *Key features:* This will be the point list of items that will set the game apart from others and provide goals to which the subsequent documentation and implementation should aspire. It's a summary of the features alluded to in the description.
  + *Key Features:* Straight forward game only version, avoid the hassle of creating accounts and other stuff.
  + *Genre:* Casual, Action
  + *Platform(s):* Windows, will be ported to a Web Browser Game
* Game Design
  + Game Foundations (Game Features, The Essence of the Gameplay, Characters, Gameplay Elements, Artificial Intelligence (AI))
  + User Interface (Navigational Chart, Functional Requirements, Objects of the User Interface)
  + Graphics and Video (Graphics and Animations, Animated Insertions)
  + Sounds and Music (General Description, Sound Effects, Music)
  + Plot
  + Level Description (The graph of the Positional Relationship of the Levels, Queue of the New Objects Implementation, General Level Design Description)