# Abstract

[write at the end]

# Introduction

[set the scene, contextualise my project]

## Overview

What is my project?

## Audience

Who is my project for?

## Purpose

Why have I made this?

# Background

## Project background

Video games are more popular than ever. With this burst in popularity, the study of video games and their design has also taken off. User experience is a key part of this study, defined by

## competitor analysis

Other games on the market

## Objectives and deliverables

What I aim to make for this project

## Functional requirements

Backlog style list of things to make to make this project a reality  
Method of Approach  
Issues and considerations  
Project Management  
Implementation  
End Project Report  
Project post mortem  
References