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| SporkApps |
| Don’t Panic |
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| Version #XX  All work Copyright © 2015 by SporkApps.  All rights reserved. |
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| January 30th 2015 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*A story based game where the player wakes up in an unknown place and has to make life or death decisions to escape.*

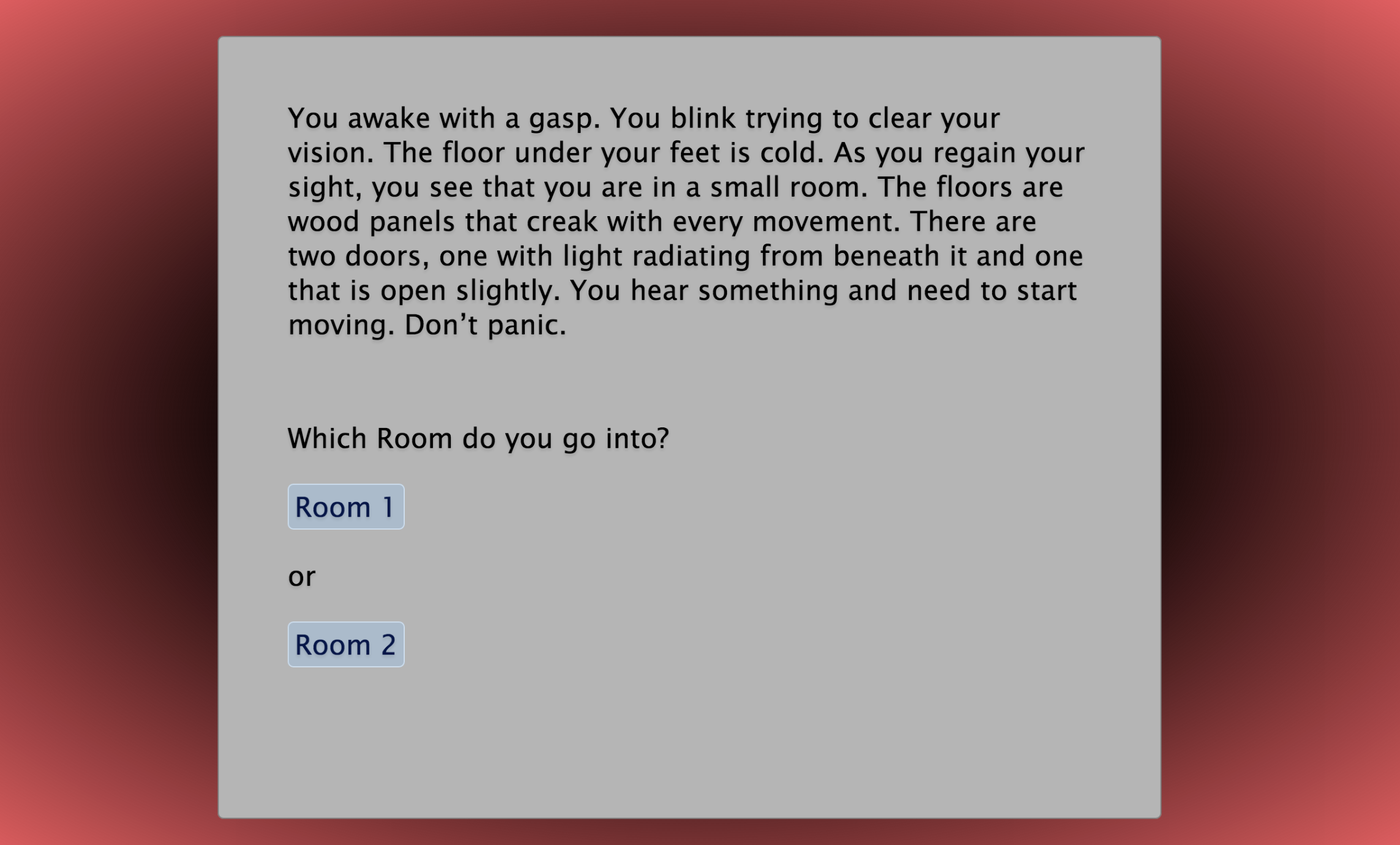
1. **Game Play Mechanics**

*Using ImpressJS the game is arranged on various slides and depending on what choice the user makes, will determine what slide will appear.*

1. **Controls**

*Mouse click to select options*

1. **Interface Sketch**

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1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

1. **Script**
2. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*