1. **Synopsis/Concept**
   A dog escapes from the pound. Now with the dogcatcher on hot pursuit, the dog must avoid becoming roadkill in the trafficked city streets, all while evading capture by the dogcatcher.
2. **Target Audience**
   People of all ages
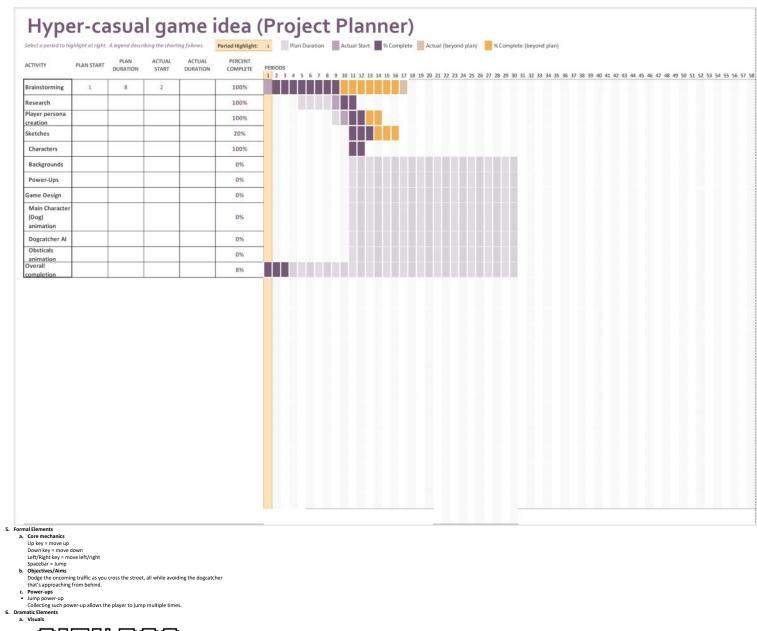3. **More elaborate ideation / inspirations (optional)**
   a. **Moodboards**

   b. **Sketches**

4. **Production Timeline (Gantt chart)**

Hyper-casual game idea (Project Planner)

Select a period to highlight at right. A legend describing the charting follows.

Period Highlight: 1 | Plan Duration | Actual Start | % Complete | Actual (beyond plan) | % Complete (beyond plan)

ACTIVITY	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE
Brainstorming	1	8	2		100%
Research					100%
Player persona creation					100%
Sketches					20%
Characters					100%
Backgrounds					0%
Power-Ups					0%
Game Design					0%
Main Character (Dog) animation					0%
Dogcatcher AI					0%
Obsticals animation					0%
Overall completion					8%

5. **Formal Elements**
   a. **Core mechanics**
   Up key = move up
   Down key = move down
   Left/Right key = move left/right
   Spacebar = Jump
   b. **Objectives/Aims**
   Dodge the oncoming traffic as you cross the street, all while avoiding the dogcatcher
   that's approaching from behind.
   c. **Power-ups**
   • Jump power-up
   Collecting such power-up allows the player to jump multiple times.
6. **Dramatic Elements**
   a. **Visuals**

   b. **Characters**
   • Dog
   • Dogcatcher
   c. **Textures**
   Our game will use different textures from the ones from *Crossy Road* for originality.
   d. **Ambience**
   ?
7. **Platforms and UI (User Interface)**
   a. **Target device** (incl. screen resolution, input methods)
   PC
8. **Flowchart**

Collides with obstacle — Game Over — Restart

Collides with dogcatcher — Back to Main menu

Level Cleared — Proceed to next level — Level Title Card

Player
controls
Dog — Dog — Keyboard button pressed

Up — The dog moves up
Down — The dog moves down
Left — The dog moves left
Right — The dog moves right
Spacebar — The dog jumps

Title Screen

Main Menu

PLAY

Options

Quit

Game starts

Options

Quit

Leaderboard

View High Scores

Sound

Language

Controls

W

A S D

Spacebar

Video

Notification