***Game 1: Tentative Title: "George Washington Applepie III"***

**Core Philosohy:** "Simple, Short, Playable, Fun."

**Core Statement:** "This is a point-and-click Adventure Game about solving puzzles to disable traps in a castle."

**Feature Set:**

* A CIA Agent (hero PC)
* A castle filled with death traps
* Puzzles which, when solved, disarm trap

**Table of Contents:**

* Title Screen
* Main Menu
  + New Game
* Basic Opening (2D still-image/narrative crawl)
* Awaken in Cell
* Escape from Cell
  + Check Inventory
  + Find Chocolate
  + Use Chocolate to bait Rat
  + Kill Rat
  + Use Rat bones to pick lock