# IN613 2013 Assignment 3: Game Design Document

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# Detailed TOC

Use outline numbering to make it easy for the reader to find a section of interest

# Overview

Should include:

* Genre
* General description of gameplay
* Theme and main character
* Story summary (if there is one)

# Game Mechanics

Detailed description of the game play including:

* Core Game Play
* Controls
* Scoring

# Game Progression

Time course of player experience. If you have designed multiple levels, describe them here(only one level is required in the actual game)

# AI Features

Describe AI behavior of enemies and other NPCs

# Game Physics

Describe how the physics techniques taught in class are going to be used in your game.

# Characters and Objects

Descriptions and concept sketches of main character, items, objects and NPCs. At this stage, these can be quite rough.

# Media

* Background art
* Interface elements(input and feedback controls)
* Sound
* Music(if any)