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| The WICKERBASKET INC. |
| Bob's Fantastic Adventure |
| **Assignment 1 - Graphics Programming** |
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| **Leugim Lim** |
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**Insert a Company Logo here**

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| May 23 2013 |

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Version 1.0.1

Version 1.0.1

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1. **Game Overview**

*Post-apocalyptic theme, text-based game*

1. **Game Play Mechanics**

*User types in words, program outs scenarios*

1. **Camera**
2. *n/a*
3. **Controls**

*n/a*

1. **Saving and Loading**
2. *n/a*
3. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

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. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

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

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
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8. **Sound Index**

*(Include an index of all your sound clips)*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**

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

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*