Name of the Game

Team Name

# Team Contributors

* Ryan Palen
* Ryan Williams
* Anthony Huber-Winkler

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# Theme/Setting/Genre

# Core Gameplay Mechanics Brief

# Project Details

## Game Time Scale

### Schedule

Friday

4:30PM – 6:00PM CT – Registration

6:00PM CT – Opening Ceremonies

7:00PM CT – Theme Announced

7:15PM CT – Dinner

Saturday

7:00AM CT - Breakfast

12:00PM CT – Lunch

3:00PM CT – Game Pages must be created at [www.globalgamejam.org](http://www.globalgamejam.org)

7:00PM CT - Dinner

Sunday

7:00AM CT – Breakfast

12:00PM CT – Lunch

3:00PM CT – Games/Videos Must be uploaded

5:00PM CT – Closing Ceremonies Begin

5:15PM CT – Game Demos Begin (2 Minutes per team)

7:50PM CT – Raffle

8:00PM CT – Go Home

## Team

Team Role 1 -

Team Role 2 –

Team Role 3 –

Team Role 4 –

Team Role 5 –

Team Role 6 -

## Project Description (Brief):

## Project Description (Detailed):

## Core Gameplay Mechanics

### Core Gameplay Mechanic #1

Details

### Core Gameplay Mechanic #2

Details

### Core Gameplay Mechanic #3

Details

### Core Gameplay Mechanic #4

Details

## Story (Brief):

## Story (Detailed):

## Gameplay (Brief):

## Gameplay (Detailed):

# Project Delegation

## Artwork

### 2D

### UI

## Sound

### Recording

### Editing

## Code