App/Game Design Document

Team Name

Team Members

* Title Page
* App/Game Description/function – What problem does it solve?
* Rough plot/design
* App/Game Flow
  + Concept/Genre/Target Audience
  + Look and feel
* App/Game Art outline
  + Key assets and their development
* Mechanics
  + Rules
  + Physics
  + Movement in app/game
  + Interaction with objects
  + Combat
  + Economy
  + Screen Flow
* Interface
  + HUD
  + Control/Commands
  + Audio, Music, Sound Effects
* Hardware Specifications
* Project Timeline
* Additional Ideas