Title:

Theme:

Characters:

Main Character:
Enemy1:
Enemy2:
Enemy3:
ArchEnemy1:

Story Base:

World = OuterWorld + Underworld //+ (Old world)
The main character lives in a dystopian world(Underworld)

Game Size(px):

https://forum.gamemaker.io/index.php?threads/advanced-resolution-manager-very-mobile-friendly.78589/
Phones:
- 240x320 -> 60 (4:3)
- 320x480 -> 112 (3:2)
- 480x800 -> 125 (5:3)
- 480x854 -> 34 (16:9)
- 540x960 -> 25 (16:9)
- 720x1280 ->8 (16:9)

Tablets:
- 600x1024 -> 13 (16:9)
- 800x1280 -> 29 (5:3)
  - Levels:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Server | Device:

Android

- LDPI (low): Around 120 dpi
- MDPI (medium): Around 160 dpi
- HDPI (high): Around 240 dpi
- XHDPI (extra high): Around 320 dpi
- XXHDPI (extra extra high): Around 480 dpi
- XXXHDPI (extra extra extra high): Around 640 dpi

- xxxhdpi: 1280x1920 px
- xxhdpi: 960x1600 px
- xhdpi: 640x960 px
- hdpi: 480x800 px
- mdpi: 320x480 px
- ldpi: 240x320 px

Google Play
- $25 first time fee

Style:

Pixel art

Notes:

Design and spec layouts in dp units
Create PNG graphic assets for each density to avoid automatic scaling(Example Below)

Fingertips: 50 dp wide (Needed to make the buttons fit)
1 px = 160 dpi

For example:
2013 Nexus 7
Xhdpi 1920px * 1200px
1920/2 1200/2
= 960 dpi * 600 dpi