**Game design document**

**Game description:**

Donald trump sim is een stealth/horror game, je probeert door een droom heen te lopen en de enemies te ontwijken. Door speciale objecten op te pakken en daarna door een portaal te stappen

**Target market:**

**Player flow example:**

**Art and video:**

**Asset pipeline:**

**Production schedule:**

Refer to the Trello for this subject:

https://trello.com/b/LTNaxz2c/aim

**Planning:**

This Trello will be used for the planning:

https://trello.com/b/LTNaxz2c/aim3D

**Technical specs:**

The game is going to be written in C# and build inside of Unity 5 in the 2D preset. We are going to work with code convention and GitHub to make our work easier to read and access.

**Coding versioning:**

Our GitHub will cover this subject:

https://github.com/tommtom9/Aim3D

**Code objects:**