****

Go Go-Karts: <Level Name>

**Document Credits**

|  |  |
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**Document Revisions Table**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Description | Date (MM/DD/YY) | Initials |
| 1.0 | Initial Document |  |  |
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|  |  |  |  |

# Table of Contents

[**Table of Contents**](#_vb9aaziebcmj) **2**

[**Gameplay**](#_3c9z53kkfrpi) **3**

[Level Summary](#_k76r8rfylab) 3

[Track Map(s)](#_v8kzq0ihyk4q) 3

[Lap Timing Estimates](#_khrriuulgdyf) 3

[Gameplay Breakdown by Track Section](#_wx78dugubr23) 3

[<Section Name>](#_fzeehcipyxux) 3

[<Section Name>](#_66fkm3lh23cy) 3

[Aesthetics](#_agdn593x4p8z) 3

[**Asset Requirements**](#_33pye8iiadfz) **4**

[Modular Track Pieces](#_vi7epcz9h8op) 4

[Unique Track Pieces](#_56nkeykwo488) 4

[Large Landmark Pieces](#_g6hzq7qpivh) 4

[**Technical Requirements**](#_ceb5qo8pit0u) **4**

[**References**](#_kfcar4ag1q0) **4**

# Gameplay

### Level Summary

### Track Map(s)

### Lap Timing Estimates

|  |  |  |
| --- | --- | --- |
| **Section Name** | **Sub-Section Name** | **Time (seconds)** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| **Total Lap Time:** | |  |

### Gameplay Breakdown by Track Section

#### <Section Name>

* 1. <Sub-Section Name>:
  2. <Sub-Section Name>:

#### <Section Name>

* 1. <Sub-Section Name>:
  2. <Sub-Section Name>:

### Aesthetics

# Asset Requirements

### Modular Track Pieces

### Unique Track Pieces

### Large Landmark Pieces

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# Technical Requirements

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# References

[1]

[2]

[3]