# **INDEX**

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[INDEX](#h.57zolez03igr)

[Overview](#h.yj5nhqp5cf0j)

[Theme / Setting / Genre](#h.5s48wntac2es)

[Targeted platforms](#h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#h.bmkoltce5vl)

[I dont think the final product will be ok for monetizing](#h.421ijgnpyvmc)

[Project Scope](#h.rdb2xo3rjh0s)

[Project Description (Brief):](#h.z7oe7x50rpf3)

[Project Description (Detailed)](#h.exbmsy55zuvb)

[Story and Gameplay](#h.6pmf08ssy6y0)

[Story (Brief)](#h.ctv1wxi9dpll)

[Story (Detailed)](#h.kqt2h5q76zyt)

[Gameplay (Brief)](#h.ejtq4v6r30ui)

[Gameplay (Detailed)](#h.cl69l94amjmx)

[- Code](#h.ky1qxs88utre)

[- Animation](#h.isk96p5euy3r)

[Schedule](#h.kmt9zaowjejr)

[- <Object #1>](#h.r3fjjzh8krjg)

[- <Object #2>](#h.j584764hn4bz)

[- <Object #3>](#h.lbj31oz0xb3v)

[- <Object #4>](#h.p0jgh8xq0o3r)

# Overview

## **Theme / Setting / Genre**

2D Survival Game

## **Targeted platforms**

Pcmasterrace

## **Monetization model (Brief/Document)**

## **I dont think the final product will be ok for monetizing**

## **Project Scope**

- <Game Time Scale>

We have 0 budget

We dont have time limits

- <Team Size>

3

## **Project Description (Brief):**

<Two Paragraphs at least>

<No more than three paragraphs>

## **Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# Story and Gameplay

## **Story (Brief)**

<The Summary or TL;DR version of below>

## **Story (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## **Gameplay (Brief)**

<The Summary version of below>

## **Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

**- 2D**

- Textures

- Environment Textures

- Characters

- Items

-

- Characters List

- Main Character

- Maybe we could add other characters depending on the story

**- Sound**

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## **- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## **- Animation**

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### **- <Object #1>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.