Title:

Genre:

Market Research:

Game Overview:

Core Objective:

Expected Experience:

Gameplay Theme:

Game Structure:

Features Implemented (highlight the distinctive features):

Player Mechanics:

Game environment

Sketch and describe the GUI

Sketch each level / environment

Describe the scene and the objects on it

Describe play sequence of the intended gameplay including the interactions between objects and player and its consequences

Implementation

Highlight the design patterns implemented in the game