

## **Title**

## **Introduction**

*Small introduction why we should implement this game*

## **Description**

### **Feature set**

*Short description of all features in the game*

### **Gameplay**

*Explanation in detail of the features in the game, and gameplay itself*

### **Theme**

*The theme of game, what the graphics would/should be about*

### **Story**

*The storyline and plot that will be used in the campaign of the game*

## **Examples**

*Links to pre-existing versions of the game, if any. Or links to usage of game mechanics or themes*

## **Milestones**

*The different versions of the game you will make, eg.: Alpha, Beta, Final*

### **Coding**

*Describe the features you will implement at each point of the versions of the game*

**Alpha**

**Beta**

**Final**

### **Graphics**

*Describe in general the parts that will be needed to be done by the artist at the various versions*

**Alpha**

**Beta**

**Final**

## **Research**

*Links to theory needed for implementation of features or art, or other relevant research*