

Title:

Overview:

Game Principals :

- hunting
- searching
- aiming
- timing
- hiding
- puzzle
- patterns
- learning
- action
- adventure
- rpg
- fps
- third person
- top down view
- escape the room
- point and click
- tactile- strategy
- defense
- arcade
- experimental

Game Type:

- Level based
- Objective Based
- Level-Objective based

Game Layout

Player Controllers

- Mouse
- Keyboard
- Mouse and Keyboard

Total Number of Levels/Objectives

Points per level/objective

Power ups and Power downs

Physics of the game

Reaction of Player with

- environment
- power-ups
- power-downs
- NPC (non player class)
- enemy

Game Schematics by :

UI/Others

Cut Scene Animation.