

Design Documents for your Final Project Game

Part I

Create a **High Concept Document** for your game *(due 1 week)*
Follow the guidelines for creating a 2-3 page summary of your game

Part II

Create a **Game Treatment** *(due at end of semester with game prototype)*

1. Save ALL notes, sketches, screenshots of progress etc.
 2. Use the Chris Taylor Template to create the document
www.designersnotebook.com/ctaylordesign.zip
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