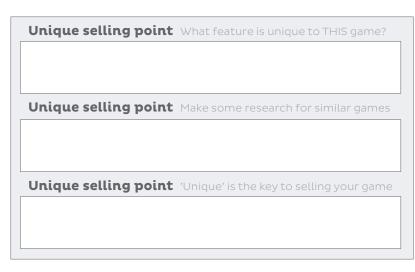
One Page GDD Pixelatto







Goal + Description How would you describe this game to a friend?			

Theme + Mood Where are we? (world, events, characters)		

Core mechanics What 'rules' are most important for this game? (movement, health, exp...)

Progression + Flow How does this game engage the player? (levels, history, new content...)

Aesthetic How does this game look-and-feel like? (graphics, 2D/3D, music, sound, environment...)

