

# Change Notes

**01/24/2019**

Game concept and pitch were created: This game was originally pitched as a project for the LWTech GAME BAS 2020 Cohort's 2D Game Design class. The idea is to have a game that our team of 14 students can produce in about 5 weeks. The idea isn't particularly complicated or unique, but should be achievable in the allotted time.

**02/13/2019**

Game ideas were pitched to the class, Chucky & Dexter received the majority vote to be the game we work on for the rest of the quarter.

Began converting the game pitch document from concept material into proper Game Design Document that can be used for development.

**02/14/2019**

All major areas of the GDD were completed, document was shared with team and opened for comments.

**02/20/2019**

Fixed a hand full of typos. Clarified some small areas. Improved list of milestones. Added a Sound Design section. Added art director's style guide to Art Design section. All comments from this week up to this point have been resolved.

**02/21/2019**

Updated list of sound effects

**02/27/2019**

Added art director's color notes to the Art Direction section. Added the list from "Needed Assets For Title Screen.docx" into the GDD under a new "User Interface, Title Screen, and Menu" section.

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