

Game title

Design Document

Revision 1.0

MM/DD/YYYY



Your logo here

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Developers

Username	Development role
Username 1	Project leader/Builder/Scripter
Username 2	Builder
Username 3	Scripter front-end
Username 4	Scripter back-end
Username 5	Scripter UI
Username 6	Graphics designer
Username 7	Music and sound effects

Change Log

Version	Notes	Date	Author
Version 1.0	Created and wrote the game design document template	11/17/2017	DieSoft

Overview

Universe Overview

In the Universe Overview field, you write the origin story and reason to why the events of this game take place. The point of this is to give the reader a better understanding of what the game is about and to raise interest.

Example:

An alien warlord has stolen a powerful ancient weapon and seek to use it to destroy the solar system. The Earth government has selected four heroes with skills and knowledge that will prove to be invaluable in the fight for good. Led by an experienced commander situated on Earth, the four heroes must collect clues to figure out the location of the alien warlord's base and infiltrate it to restore peace and save Earth from inevitable destruction.

Deliverables

Here you write the target audience, what platforms you plan on supporting and the expected server size as well as if you plan on supporting R6, R15 or a custom character support.

Target Audience	Children aged 8-13
Platform	PC, Mobile, Tablet, Console, Android, iOS
Server Size	Preferred: 20 Players; Maximum: 25 Players
Character Support	R6/R15/Custom

Objectives

Examples:

- **Adventure** - Users needs to be able to discover clues and explore the various maps.
- **Combat** - Defeat the defending forces and destroy the portal that teleport in new enemies.
- **Teamwork** - Users needs to work together and stand on all pressure plates located outside of the base to unlock the main gate in order to infiltrate the warlord's base.

Gameplay Flow

In the Gameplay Flow section you write step by step how a new user will go from first starting the game to finishing it.

Example:

1. Spawn on Earth with other users
2. Receive briefing from the commander
3. Pick up weapons in the armoury
4. Users enter the dropship located in the hangar and either:
 - a) Sits in the pilot chair
 - b) Sits in the passenger seats located in the back of the dropship

And so on...

Core Mechanics

Here you write the core mechanics of the game, of course, this part completely depends on what type of a game you are making and must be customized for your game. Below are some suggestions on what you can add:

User Controls

The user use ASDW to move around, top down camera.

Inventory

The inventory is used to store items earned through main quests and side-quests.

Tools and Items

Main weapon - Assault rifle

Hacker tool - Handheld tablet device

Construction tool - Hammer

In-game Currency

In-game currency called “Gold Coins”, used to purchase flowers from NPCs.

Design Style

Here you provide all details on how your world should look and feel to allow the reader to paint an image in their mind of how the world you have planned will turn out.

Art Style and Theme

Cartoon-y/simplistic art style, medieval themed.

World Setting

Desert world - Massive sand dunes as far as the eye can see, there should be a few oases that attract wildlife and nomadic people that travel between the great desert city and the distant lands of the far east. Dry and dead trees are few, and far apart, cadavers of creatures that have died due to the heat or fallen prey to carnivores can be found at random to give the idea that the user is in an extreme environment.

World Locations

The Castle - The unbreachable fortress that protects the royal family, located in the center of the great desert city, raising like a pillar that can be seen miles away in the desert, guiding nomadic people to the city.

The City - The city built around the castle containing marketplaces, housing areas, and city squares for rich people to meet and socialize.

The Slums - The poor districts in the outskirts of the city, run by local bandit factions that fight for control, the extreme heat, lack of resources and poverty has made stealing and raiding incoming trading caravans a lucrative business, and a means to survive.

The Dunes - The endless sea of sand with only a few oases, practically lifeless due to the extreme heat and lack of water. Criminals and political prisoners are exiled and forced to head out into the dunes to never return.

Characters

King - The ruler of the great desert city.

Corrupt Guard - Stands guard by the prison cells, will accept bribes.

Traveling Merchant - Seller of exotic goods.

Beggar - Poor, begs for food, water or money, can be found in the slums.

Concept Art and Notes

Sometimes not even words are enough to truly allow someone to understand your grand design that you have envisioned for your game, providing images and other information will help the reader get a clearer picture of what you have in mind for your game.

Bibliography

Here you provide links to the places you find information and references.

Monetization Strategy

To make money from your game then you will need to sell something to the users playing your game. By making a monetization strategy, you can plan out what it is that you will be selling, how much it will be sold for, come up with a reason to why this particular product would be attractive to purchase for users playing your game.

Example:

Weapon skin case - A weapon skin case that when opened unlocks a random skin for a weapon that can be equipped in the user inventory. There will be a small chance to get a rare skin. Allowing users to customize their weapons will enable them to show off their weapons to their friends and other users, thus making purchasing these weapon skin cases attractive.

Risk Analysis

When working on a project you also need to be aware of what could possibly go wrong and have a plan in case something does go wrong. If you have deadlines then a lack of time or real life events can prevent you from finishing on time, a plan to deal with this could be to cut content to free up time.