Game Title

Game Design Document

# Changelog

| Date of change | Change description | Developer Name |
| --- | --- | --- |
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# Table of Contents

[**Changelog**](#_mzpj6pb1dzin) **2**

[**Table of Contents**](#_1ggo4trmw4bx) **3**

[**Summary**](#_5z2ct01x2nyo) **5**

[**Story**](#_kqll6x39gptr) **6**

[**Gameplay**](#_tl0zqvlky3e3) **7**

[**Levels**](#_1p9s2dfogy0n) **8**

[**Art**](#_4s80cl7uv3mf) **9**

[**UI, Systems & Options**](#_w61buvo2kz3v) **10**

[**Audio**](#_squt3mdyno2o) **11**

[**Analysis**](#_n7aldhxomd17) **12**

[**Target**](#_tjtw6i842629) **13**

[**Marketing**](#_2vzdekl2kcf7) **14**

[**Development Plan**](#_fytuaxnyq109) **15**

# Summary

Describe the game in 2-5 sentences.

## Unique Features

List 2-5 unique selling features of your game.

## MVP

Describe the minimal viable product you’ll be delivering.

# Story

## Characters

Description

## Setting

Description

## Narrative

Description

# Gameplay

## Design Pillars

List and explain

## Core Loop

Core gameplay loop of the game.

## Mechanics

List all relevant mechanics and their use

## Dynamics

List and explain how mechanics tie into this

## Additional sections (Optional)

List and explain

# Levels

## Level Progression

How the player progresses through the game.

## Environments

Description

## Link to Level Design Document

Link

# Art

## Summary

Describe and explain

## Link to Art Bible

Link

# UI, Systems & Options

## UI

Description/link to additional documentation

## Systems

Description/link to additional documentation

## Options & Controls

Description/link to additional documentation

# Audio

## Summary

Describe and explain

## Link to Audio Document

Link

# Analysis

## Market/Competitor Analysis

Top competitors, market status, conclusions (can link to outside document)

## Technical Analysis

Experimental features, used tech (can link to outside document)

## Legal Analysis

Trademarked/copyrighted material…

# Target

## Target Audience

Describe and explain

## Target Device

Describe and explain

## Target Budget

Describe and explain

# Marketing

## Promotions

Describe and explain

## Community

Describe and explain

# Development Plan

How will the game be made?