**Chapter 24**

**Summary:**

It’s a myth about the design document that a designer writes the document once and provide it to the programmer and the magic will happen.

Game Design documents have exactly two purposes: **Memory & Communication.**

**Memory:**

When a new idea comes in mind, although we feel like we won’t forget this idea, but after two weeks or two hundred design decisions later, we can easily forget that idea. Thus, it’s better to record our ideas in the document.

**Communication:**

After putting the idea on the paper, it’s time to communicate with the team. The team will discuss the pros and cons of that idea, give their inputs on the design idea. Documents can get more minds on the design faster to more quickly find and fix weaknesses in the game design.

**Types of Game Documents:**

**Game Design Overview:** It is written for management to understand what this game is, and who it is for, without getting into too much detail. It might only be a few pages document.

**Detailed Design Document:** describes all the game mechanics and interfaces in detail. It is written for the designers remember all the little detailed ideas they came up with, and to help communicate those ideas to the engineers who have to code them and the artists who need to make them look nice.

**Story Overview:** describes the important settings, characters, and actions that will take place in the game.

**Technical Design Document:** contains technical stuff and is primarily written for the engineering team.

**Pipeline Overview:** This is written by engineers explicitly for the art team to describe what are the “do’s” and “don’ts” of properly integrating art asset.

**System Limitations:** Engineers write this document for designers and artists to mention limits that should not be crossed – number of polygons on the screen at once, etc.

**Art Bible:** contains guideline to help maintain consistency in the art.

**Concept Art Overview:** contains the concept / art to describe what the game will look like.

**Game Budget:** contains the cost to develop the game.

**Project Schedule:** contains all the tasks that need to be completed and how much time they will take.

**Story Bible:** contains the story of the game that is well-integrated with art, technology, and game play.

**Script:** contains dialogues (if any) involved in the game. It’s crucial for the designers to check the consistency of the dialogue with the rule of the game play.

**Game Manual:** involves tutorial on how to play the game in case it’s a complex video game.

**Game Walkthrough:** Written by players. Contains the feedback after playing the game.

It depends what type of documents your game requires.

**Implementation:**

We are working on documents along with the designing and development of the game. We firstly wrote a proposal game document that contained what our idea is and what features we want to implement in the game. Who will be the target audience and how the game will look like. We provided a reference game as well and some mockups of our game idea. We mentioned the controls of the game and that what part of the game will make players keep playing the game.

Apart from the design document, we have also documented the game methodology that contains the process of our game idea, design, and development. It also contains our tasks/goals of sprints and our meetings with the Mindstorm studios.

In future, we will keep working on more documents if need any, such as database document, testing and evaluation document, etc.