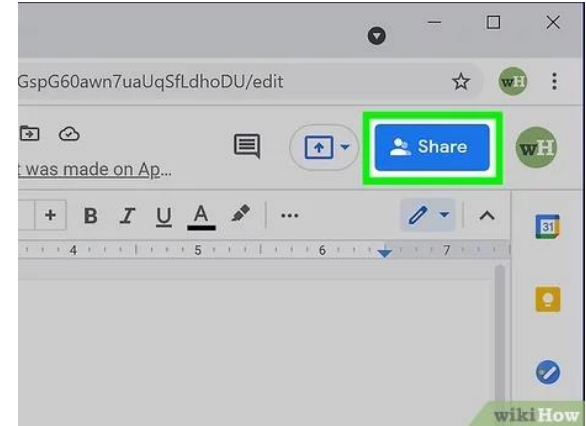


# Writing GDDs

- ▶ You are required to use google doc
  - ▶ Co-write the document with your teammates
- ▶ Upload the sharing link on CTL
  - ▶ 1-page GDD deadline : Today(Sep.25)
  - ▶ 10-page GDD deadline : Friday(Sep. 27, 6:00pm)



# 10+page GDD

Expand the 1-2page GDD into more detailed GDD

## Ten-page GDD

- ▶ It is a “broad stroke” document that **lays out the spine of your game.**
  - ▶ The intent is for readers to quickly understand the basics of the final product
  - ▶ People are going to **finance your game** by just reading this
  - ▶ Be sure to provide plenty of visuals but keep them relevant.
- ▶ It doesn't necessary to be a 10-page length.
  - ▶ More than 10 page is always welcome.
    - ▶ More details, More clear

## What the GDD is for?

Production Team	Marketing/Executives
<ul style="list-style-type: none"><li>• Provide clear diagram of gameplay</li><li>• Use short, punchy sentences</li><li>• Use specific terminology to get your intention clearly across</li><li>• Compare gameplay to appropriate games, even vintage titles</li></ul>	<ul style="list-style-type: none"><li>• Short exciting conceptual images</li><li>• Text in bullet points form</li><li>• Use vivid, descriptive examples</li><li>• Use successful, modern games as comparative titles</li></ul>

## Ten-page GDD (page #1)

- ▶ Page 1: Title page
  - ▶ Game title
  - ▶ **Team members**
  - ▶ Intended game systems (PC, Mobile, XBOX, PlayStation)
  - ▶ Target age of players
  - ▶ Intended ESRB rating
  - ▶ Projected ship date.
  
- ▶ Game Logo (if you want)

## Ten-page GDD (page #2)

### ▶ Page 2: Game Outline

#### ▶ Game story summary

- ▶ Using your one-sheet's story outline as a starting point, flesh out **your game's story**. Keep in mind that your story outline still **shouldn't be more than a few paragraphs** long. It must have **beginning, middle and the end**.

#### ▶ Game flow

- ▶ Briefly describe **the flow** of **the game's action in the context of the locations** the player will find themselves in.
  - Example : *Tomb Raider*
    - This brief game flow outline tells the player **who they are playing** (LaraCroft), **the camera angle** (third person), and **genre of gameplay** (action adventure) as well as **painting a picture of game locations** (Bolivia and Tibet) and **the player's goals** (seek the Ghalali key and solve the mystery of Lara's mother).
    - Go ahead and list the environments that the player will find themselves in

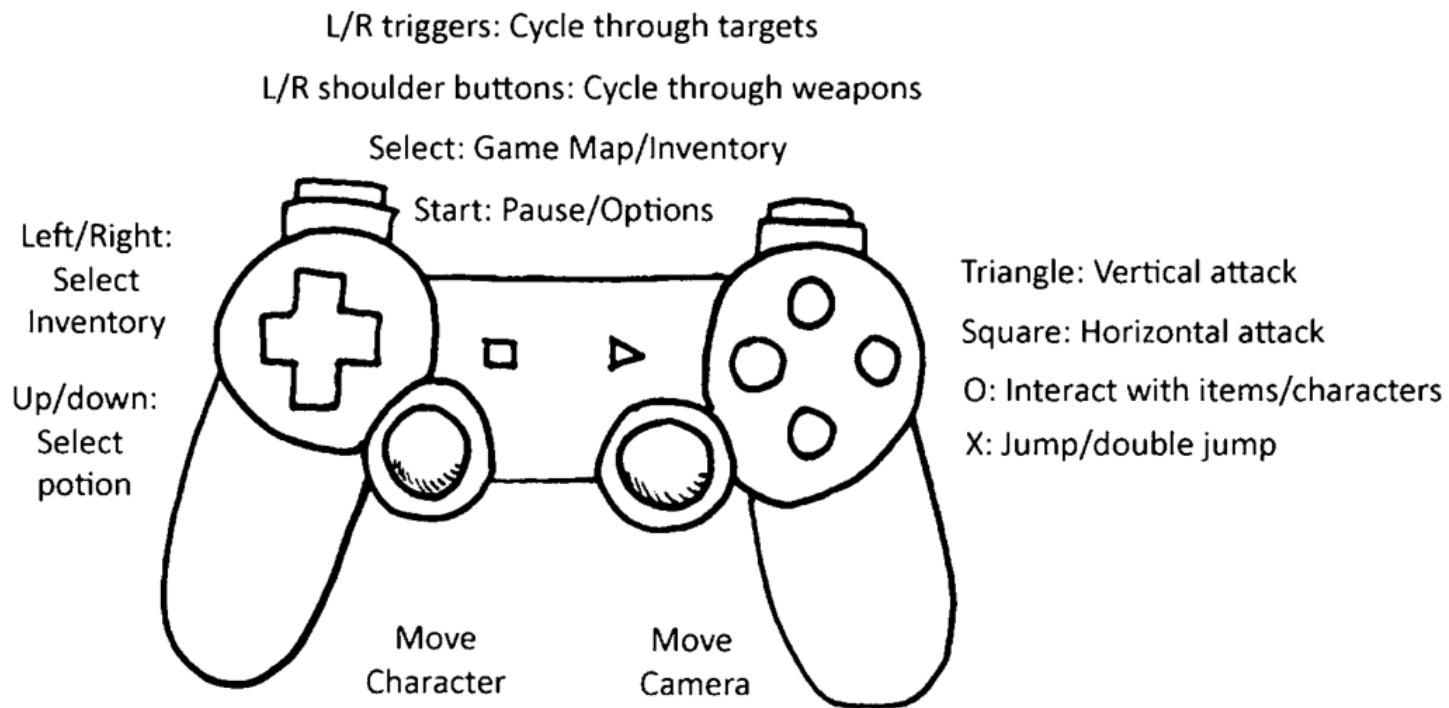
## Game Flow (details)

- ▶ The *game flow* must answers following questions.
  - ▶ What are the **challenges** the player encounters and the **methods** by which they can **overcome** them?
  - ▶ How does the **progression/reward system work**? How does the **player grow** as the challenges increase?
  - ▶ How does the **gameplay tie into the story**? Does the player encounter Puzzles that grant access to new areas when solved? Do players have to **fight bosses** that bar their progression?
  - ▶ What is the **victory condition** for the player? Save the universe? Kill all of the enemies? Collect 100 stars? All of the above?
- ▶ If your game doesn't feature a character, then **concentrate on the environments the levels of play represent**
- ▶ If you are making a driving game, concentrate **on tracks or races**.

## Ten-page GDD(page #3)

- ▶ Page 3: Character (Vehicle..\_)
  - ▶ Concept Art : What does your character look like?
  - ▶ Any back story of him/her?
  - ▶ Personality : Good?, Brutal?, Humorous?
  - ▶ How does all of this information about the character relate back to gameplay?
    - ▶ Because he is so powerful, once he shoot a bullet, all neighbor enemies are killed at once.
    - ▶ Does character have any signature moves, abilities, weapons or attacks?
  - ▶ Show a basic map of the character controls
    - ▶ Find an image of the controller (it's easy to find these online) that will be used to play your game, whether it's a mouse and a keyboard or a Wii Remote.





Map of the character controls

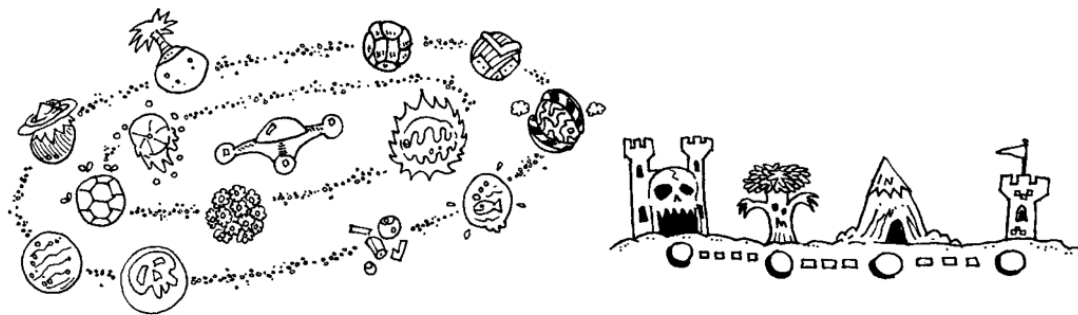
## Ten-page GDD (page #4)

- ▶ Page 4: Game Play
  - ▶ Here is where you apply those game genres to your game
    - ▶ Action? Adventure? Puzzle?
    - ▶ Start with the gameplay and detail out how the sequence of play is presented
      - Are there multiple story chapters?
      - Is your game divided up into levels or rounds?
    - ▶ Include a short description and illustration and diagrams
      - Diagrams are a great way to illustrate otherwise hard- to-imagine gameplay concepts.
      - Use your USPs from your concept overview here
  - ▶ Once you have written about your gameplay, go into detail about any platform-specific features.
    - ▶ What game features capitalize on the platform ' s hardware?
      - Touch-based mobile phone? Mouse click? Kinect? Gesture?, Keyboard?

## Ten-page GDD ( page #5)

### ▶ Page 5: Game World

- ▶ Present some images and descriptions of the game world. : Exotic planet? Castle? Island?
  - ▶ Provide **short descriptions** that outline what the player will find there.
  - ▶ How do these **locations** tie into your story?
  - ▶ What **background music**?
  - ▶ How are all of the locations connected within the game world?



## Ten-page GDD( page #6)

### ▶ Page 6: Game Experience

#### ▶ What is general “*feeling*” of your game?

- ▶ Humorous? Horrific? Thrilling? Hardcore? Foreboding? Sexy?
- ▶ What does the player first see when they start the game?
- ▶ What emotions/moods are meant to be invoked by your game?
- ▶ How is music and sound used to convey your game’s feel?
- ▶ How does the player navigate the shell of the game? Include a simple flow chart diagram of how the player would navigate this interface.

## Ten-page GDD(page #7)

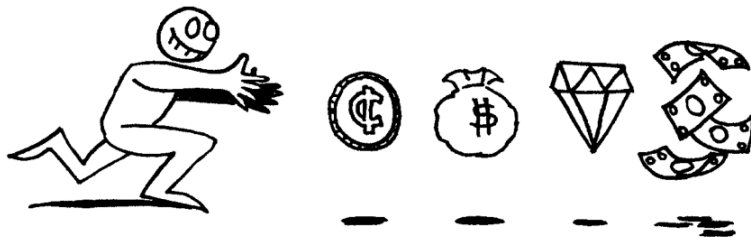
### ▶ Page 7: Game Play Mechanics

- ▶ A **mechanic** is something that the player interacts with to *create* or *aid* with gameplay.
  - ▶ Moving platforms, opening doors, rope swings, slippery ice
- ▶ **Hazard** : A **hazard** is a mechanic that can harm or kill the player but doesn't possess intelligence
  - ▶ Electrified platforms, spike pits, swinging guillotine blades, jets of flame.



## Ten-page GDD(page #7)

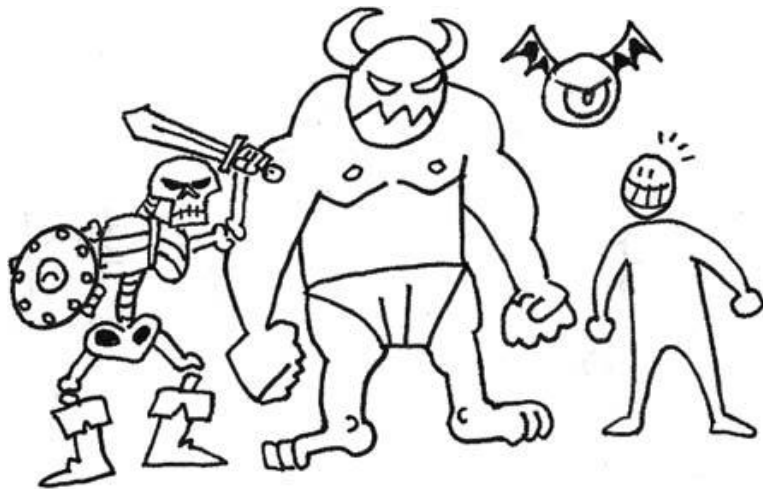
- ▶ **Power-up** : an item collected by the player to **help them** with gameplay : ammo, extra lives, invulnerability



- ▶ **Collectibles**: items that are collected by the player : **Coins, puzzle pieces, trophies**
  - ▶ What is the benefit? Can they use for buying something? new abilities?, unlocking materials
- ▶ If your game has an economy system, then briefly touch on that as well. Describe how players will be able to collect money and buy things in the game. Briefly describe the shopping environment.

## Ten-page GDD (page #8)

- ▶ Page 8: Enemies (**Hazards with AI**)
  - ▶ A hazard uses artificial intelligence? Then it is qualified as an enemy
    - ▶ What enemies do we find in the game world?
    - ▶ What makes them unique?
    - ▶ How does the player overcome them?
  - ▶ **Boss character** : larger, more fearsome enemies usually found at the end of levels or chapters
    - ▶ Who are these boss characters?
    - ▶ What environments do they appear in?
    - ▶ How does the player defeat them?
    - ▶ What does the player earn for defeating them?



## Ten-page GDD (page #9)

- ▶ Page 9: Cut scenes
  - ▶ Does your game have movies or cut scenes?
  - ▶ How will they be presented to the player?
    - ▶ Describe the method by which they will be created including (but not limited to) CG, Flash animation.
  - ▶ Describe when the player will be seeing these — during the game, at the header and footers of levels, and so on.
    - ▶ Make sure to mention any attract mode movies



## Ten-page GDD (Page #10)

- ▶ Page 10: Bonus Materials

- ▶ Any bonus materials or unlockable that will encourage the player to replay the game.
  - ▶ What is the player's incentive to play your game again?
  - ▶ Downloadable contents
  - ▶ Give some examples of things the players will be able to unlock.

### MAXIMO III: Merged Grim Form



Maximo 3 starts with Maximo and his band in **bad shape**. In their quest for Sophia, the heroes have encountered the **Cult of Chut**; death-worshippers who find "a man who walks with Death" an affront to their beliefs. As a result, **Baron has been killed, Tinker maimed** (she now sports Zin parts) and **Maximo and Grim have been merged** into one, thanks to a **curse**. Maximo and Tinker have been **hunting down cultist sects** when they arrive in **Mashhad**, seeking revenge and a cure to Maximo's condition.

Maximo is covered in **tattoos**, which are actually the external manifestation of the **cultist's curse** that has trapped Grim within him. With the press of a button, Maximo transforms into **Grim**, allowing him several **abilities**.

As a result of the curse on Maximo, turning into Grim **drains Maximo's health**. Stay as Grim for too long and Maximo will **lose a life**. Only by collecting the souls of the evil cultists can Maximo sustain himself in Grim form.



At some point in the game, Maximo will use Grim's form as a disguise to **infiltrate** the cult's tower during the **Chut Holy Day**. Gameplay will have the player **switching** between the two forms.



As a phantom, Grim can **slide up walls**, **flow like a shadow along walls** give an little extra distance to a **jump** and **glide down** from long drops.



In addition, the player can perform several attacks with his scythe. Grim attacks **do not always kill**, rather they are used to **"prep" an enemy** for Maximo's attacks; such as **breaking a cultist's protection spell** or **"mortalizing" ghostly foes**.

*Grim only's enemies -*

The **High Priest's plot** is to lure Maximo to their temple and transfer Grim into their own vessel: **Sophia**.



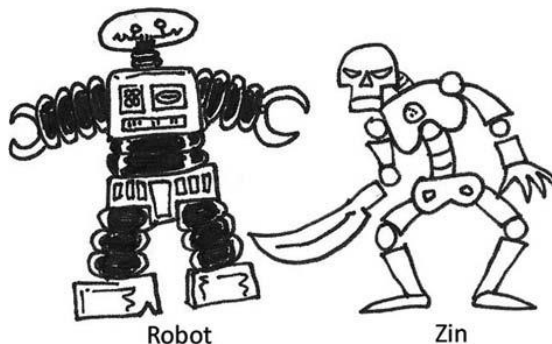
While in Grim form, the player cannot talk to innocents (they are too scared). However, Grim's attack will **free innocents of the cult's influence**. Turning them from enemies to **normal innocents** that Maximo must rescue from other enemies.

A single page example of Real GDD (not one of 10-page GDD)

This document include a lot of visual design.  
This is just user's preference

## GDD Tips

- ▶ Game designs are living things. **Game designs change**, they flow, they mutate and evolve.
- ▶ **MOST IMPORTANT PART OF A GAME DESIGNER' S JOB IS COMMUNICATION.**
- ▶ Remember that words are very powerful. Make sure you provide **very specific examples** and terms for the elements in your game design document
  - ▶ **when referring to characters and game mechanics. Must be specific and must have a picture.**



## Now, it is time to discuss about 10+pages GDD

- ▶ I would like to give you times to talk about 10+pages GDD with your teammates.