Game Design Document (GDD)

[Working title: Futa Solitaire]

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1. Introduction

1.1. Scope of the document

( Who’s this document meant for? Who’ll read it? The dev team? Stakeholders? Investors? )

1.2. Elevator pitch

Futa Solitaire is a solitaire game in which the player has to pleasure several myhological creatures so they let the player continue his/her path.

( Tell what your game is about in less than 75 words and why it is a promising idea. )

2. Game Overview

2.1. Game concept

The objective of the game is to reach the final destination: the town's carnival.

The players should feel mainly horny and secondly curious to explore.

The main thing the player will do is to walk and explore. The second thing is to play solitaire.

They will enjoy the invironment and the horniness of the characters.

( A summary of the game and gameplay. What’s the objective of the game? What do you want your players to feel while playing it? What’s the main thing they’ll be doing? What will they enjoy? )

2.2. Audience

( What are the characteristics of the people who’ll play the game? What’s their age range? What genres do they like? What similar games do they play? Everything that you know about them and most importantly, *how do you know these people will actually buy your game? )*

2.3. Genre

Walking simulator, adventure.

( What genre would this game be cataloged as? Tower defense, FPS, Puzzle Platformer? )

2.4. Setting

( Where does the game take place? Medieval world? Fantasy world? Real world? Real world but with fictional events? Alternate reality where something from the past never happened? )

2.5. World structure

( How does the player navigate the world? Do they move linearly through levels? Is it an open world that they can explore freely? )

2.6. Player

( Who will the player play as? Is it singleplayer or multiplayer? Ex: “Each player plays as one of four knights, each of which has an elemental affinity. Up to four players can play at a time. (Castle Crashers)" )

2.7. Core loop

( The very basic actions the player takes when playing the game: Moving and shooting, running and jumping, reading and picking dialogue options, drawing and playing a card, etc. )

2.8. Look & Feel

( Look refers to the game's visual style (graphics, animations, color wheel, etc.). Feel refers to the playability and the parts of the game that can affect the user such as story or music. And something important to remember: the “look” influences the “feel”. You can images of other games/media as a reference. )

3. Gameplay

3.1. Objectives

( What is the main objective for the player? And what are the secondary objectives? Ex: The main objective is beating the final boss in the final level, the secondary objectives are fetching the hidden pieces in the earlier levels, discovering the story secrets through the map and beating the secret boss. )

3.2. Progression

( How will the player progress throughout the game? It can be anything from how they advance to the next area to how the leveling influences the world around the player. )

3.2.1. Difficulty curve

( A somewhat optional section, use this if the difficulty setting of your game is not as simple as different attribute values, as for example, if the enemy learns from the player’s actions and adapts to it, and how it will affect the progression of the game. )

3.3. Play flow

( Similar to the Core Loop section, here you’ll detail the expected flow of gameplay from the player’s perspective, not just the core loops of it. Mention if they are expected to do a couple of side missions before a main one, if they will gather collectibles to enhance their abilities at a specific point in the game, etc. )

3.4. Difficulty

( How will the difficulty of the game affect gameplay? How many different levels of difficulty will be implemented? )

4. Mechanics

( Most of the time, you will customize this section of the GDD to each of your games. For example, if your game has combat in it, you want to include a segment of “Combat” and one for “AI”, or if your game has a unique system for spawning, you’ll want to mention how it works. )

4.1. Rules

( The general rules of the game, what are the limits of the player’s actions. )

4.2. Game universe

( How the game universe works. Mention here the stuff that is done outside of the perception of the player, like restocking inventories of key NPCs. )

4.3. Physics

( The overall physics of the world. Is it realistic? Low gravity? Destroyable environment? )

4.4. Economy

( Does your game have an economy? What is the currency? How many currencies does it have? How does the player gain and lose currency? How is it balanced? )

4.5. Character movement

( The range of movement that the player has within the game world. )

4.6. Player interaction

( What can the player interact with? )

4.6. Player interaction

( What can the player interact with? )

4.6.1. Game menus

( A brief mention on how the game menus work and what options are available to the player. )

4.6.2. Saving

( How will saving work with the game? Are there save points? Can the player save anywhere? )

4.6.3. Game options

( What options can the player change from the menus? )

4.7. Assets

( A list of the main assets that the game will use, split by type: “Player Model, Player Texture, Enemy Model, Terrain Material, Enemy Death Sound, etc. )

5. Graphics and audio

5.1. Visual system

( An overall mention of how the visuals of the game will work, and if there’s a reason behind it. Is it 2D or 3D? Cell-shaded, minimalistic or realistic? )

5.1.1. Player camera

( How will the player see the game? If you have different types of cameras, mention them. )

5.1.2. Landscape

( What will the landscapes of the game appear? This is extremely important if your game is a platformer. )

5.2. Interface

( What will the user interface look like? How will the player interact with it? How will it affect gameplay? )

5.3. Audio system

( An overall mention of how the audio of the game will work, and if there’s a reason behind it. If your game has in-game voice chat, be sure to include it here. )

5.3.1. Game music

( What type of music will you use in the game? This segment can be quite large for some games that have music as one of their main assets for gameplay/storytelling. )

5.3.2. Audio look & feel

( What does the game’s audio want to convey? How is it going to feel for the player? Tense? Whimsical? Transmit a feeling of dread? )

6. Story and narrative

6.1. Backstory

( What events of interest happened before the start of the game? )

6.2. Main plot

( What’s the main plot of the game? Just write the most important stuff here in a condensed form, remember that this is a game design document, not a web novel. )

6.2.1. Plot progression

( How will the plot progress throughout the game? )

6.3. Cutscenes

( Don’t mention specific cutscenes (Just do it if they are extremely relevant to the game), only mention how you will use cutscenes in gameplay. )

7. Characters

7.1. Main characters

( Who are the main characters in the game? If you have more than one, then add a small description of all subpoints from this segment for each one of them. )

7.1.1. Backstory

7.1.2. Personality

7.1.3. Appearance

7.1.4. Abilities

7.1.5. Relationships

7.2. Supporting characters

( Who are the main enemies? You don’t have to include all the previous subpoints for this one, just a brief description of them. )

7.3. Enemies

( Who are the supporting characters? As with the supporting characters, you don’t have to include all main character’s subpoints, except if the enemy description plays a huge part in the overall plot of the game. )

8. Game world

8.1. Look & Feel of the world

( Similar to 2.8, but in this case, you’re just talking about the game world, not the game in general. )

8.2. Locations

( What are the most important locations in the game and how will they be relevant to the game? )

8.2.1. Connection to the plot

( Add this one for every mentioned location to tell how they will connect to the plot. )

8.3. Levels

( Just as each one of their names say, briefly describe the levels of the game (If there’s any). )

8.3.1. Tutorial levels

8.3.2. Main levels

8.3.3. Optional levels