**Game Design Document – Phase 1**

*Today, you’ll start creating your game design document with your group. While you’ll continue to work on this throughout the process of creating your game, there are some details we need to determine at the start.*

**Each group will only provide 1 submission**. The submission must be titled “GDD\_{Lastnames}” where all lastnames of group members are listed alphabetically. For example, “**GDD\_AhmedAndrewsGilfillanSmithYanez**”

**The more people you have in your group, the higher the expectations of your final product for your game.**

1. Put the names (first and last) of your group into the table below along with their information. Each group member must have at least one specialty. The more group members you have, the more specific your specialties should be.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Specialties (art, music, programming, level design, writing, etc.)** | **The gmail address you’ll be using to collaborate with your group on this project.** | **Are you a senior?** |
| Joseph G | Design/Writing (art) | josephsofficialxgmail.com | Yes |
| Joseph S | Art | derpiusprime07@gmail.com | No |
| Shane C | Code/Music | sdc.sdc0220@gmail.com | Yes |
|  |  |  |  |

1. Click on [this link](https://docs.google.com/document/d/1Ks8lWJ7491oyKJt8Wu0PZYnaEU4lIEfEfxsUcnXLuRU/edit?usp=sharing) to head to the game design template. Post any questions you have in the GDD Discussion Thread. If you have none, nominate one group member to post “My group, {list group members names}, understand the GDD expectations and are ready to begin.
2. Submit this document to Schoology now. Then begin work on the GDD template provided to you in the link above.