**Game Title**

Game Design Document

Studio Name

|  |  |  |  |
| --- | --- | --- | --- |
| Version Number | Date | Author | Comments |
|  |  | Greg Lane | This is a sample GDD. Enjoy!  Tin Heart Interactive, 2011.  fromdisaster@gmail.com |
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|  |  |  |  |

1. **Game Overview**

This is a paragraph about what you hope to achieve with this game.

1. **Game Theme (or Game Story)**

Say something about the feel of the game and art direction.

1. **Gameplay**

**3.1 Game Set Up**

The initial state of the game is described here.

* 1. **Progress of Play**

The long part! How do you play?

* 1. **Game Modes**

This is optional. It covers different game modes, like time trial or causal play.

* 1. **Other Obstacles**

Again this is, optional. A space for other things you want to cover. It could be internal to the game, or external such as platform requirements.

* 1. **Controls**

If you're doing a short GDD, you can describe the controls earlier in this doc.

* 1. **Win Conditions**

Score and other parts about winning go here. Achievements can also be a subcatagory.

**4.1 Screens and HUD**

* + 1. **Main Menu**
    2. **Play Screen**
    3. **Pause Menu**
    4. **Etc...**
    5. **Etc...**

**Appendix A: The Other Thing That May Be Outside the Game Scope**

1. **Issue Raised**

Why this appendix?

1. **How to Figure it Out.**

What the appendix does.