**Game Design Document for:**

# Name of Game

**One Liner, i.e. The Ultimate Racing Game**

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Version # 1.00

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# Foreword

Use flowcharts, tables and other practical means to set out your schedule and other project management needs.

Use the **project management** hub below to include:

* Scheduling
* Deadlines
* Milestones
* Time management

Use the appendix to add classroom notes, references and images used.

**Delete this section before hand-in!**

# Project Management

## Version 1.00

Version 1.00 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. Idea for game found.
2. Document is created.
3. Necessary headings are added.

# Health and Safety in the workplace

Health and safety concerns and laws, at a place of business and working from home. What is stipulated in the 1974 health and safety act? Why is it important to follow H&S laws and regulations?

# Copyright Laws

Briefly cover the definitions of copyright laws; patens, copyright, trademarks, and how they can affect you as a designer working on an Intellectual Property. Include examples of copyright infringements in the games industry.

# Game Overview

## Philosophy/ theme/ morals

You can mention other game designers that have influenced your decision making. For example, ‘I like the storytelling structure from game X, and will incorporate it into my narrative by...’

### Philosophical point #1

Describe and explain what the game is trying to do. How will the game follow the brief? How will it subvert expectations? Refer to the client, and the client's values/expectations.

### Philosophical point #2

What will this game achieve? What impact will it have? What ideals and morals have you included? Be as wild and creative as you can be.

## Common Questions

### What is the game?

Describe the game in a paragraph. This is the answer to the most common question that you will be asked. Put the concept and premise here.

### Who is the target audience?

Consider the brief, genre, and use of IP- discuss your created target demographic and why/ how you will target them.

### What themes are present in the game?

Summarise the theme/s of the game. You can elaborate on the premise of the story to help you establish the theme.

### Where does the game take place?

Describe the world/ setting that your game takes place in. Is it fictional or non-fiction? Help frame it in the reader’s mind by spending a few sentences on it here. You can go into lengthy detail later in a section solely dedicated to describing the world. Remember that we want to keep this part of the design light and readable.

### What/who do I control?

Describe what the player will control- it's mainly a narrative game so focus on that area

### How many characters do I control?

If this applies talk a little more about the control choices. Does the game show the story from multiple characters perspectives? Remember to add answers to questions that you think the reader will ask. This is totally dependent on your design.

### What is the main focus?

Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world?

### What is different?

Tell them what is different from the games that are attempting this in the market right now (look at other narrative games- visual novels, walking simulators, even AAA narrative games such as Guardians of the Galaxy.)

# Feature Set

## General Features

You can add or take away features in this section

Brief overview:

* + Unity
  + UI (User Interface (Score))
  + Collision
  + Input (keyboard only)

## Gameplay

List items here that are key to the gameplay experience

# The Game World

## Overview

Provide an overview of the game world. Here you should outline the concept and premise of the narrative. The way you shape this document can vary, you can use flowcharts, diagrams, tables or other means.

This is mainly a section that you can briefly use to cover mechanics. Add or remove sections that are applicable.

## World Feature #1

This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world or game narrative. This is where you break down what is so great about the game world into component pieces and describe each one.

## World Feature #2

Same thing here. Don’t sell too hard. These features should be awesome and be selling the game on its own.

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Describe the key locations in the world here.

### Objects

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

# The World Layout

## Overview

Provide an overview here. Include a map, locations, storyboards- showcase the world.

## World Layout Detail #1

## World Layout Detail #2

# Source Control

overview

(Github)

# Black Box Testing

overview

# Production Log

Overview

* + Technical; tools and features
  + Programming fundamentals (variables, if statements, loops, arrays, functions, and classes)
  + Gameplay loop
  + Mechanics

# Critical Reflection

# Extra Miscellaneous Stuff

## Overview

Anything else that is relevant that you may have missed or isn’t essential… maybe the game world has a monetary system and economy that you are dying to add but it doesn’t fit anywhere else.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# 

# “XYZ Appendix”

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

# “References/bibliography”

# “Images (flowcharts, mind-maps, diagrams etc)”

# “World map”

# “Classroom notes”

# “Playable demo”