

Understanding GDD

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The main point of a Game Design Document (GDD) is to serve as a main point of reference for all people involved in the development of a game. It is meant to guide newcomers as they integrate themselves, and also to anchor existing developers to the main vision of the game. This prevents the game concept from getting too big to handle, while also providing flexibility for it to grow and evolve.

It should be updated often as to reflect the progress and the changes made while developing the game. And it should be fun to read for the developers, as it is meant to inspire them to work on the game, not bore them. It is important that it is referenced and used often to maintain team cohesion and focus on the tasks that pertain to the game rather than spending time on ideas which fall outside the scope of the game.

The main points of a GDD are:

Game Concept Explain the nature of the game. What it's about, and what the core gameplay is.

Game Genre This dictates the type of game mechanics that will be used in the game, as 2 games from different genres but same game concept can feel very different.

Game Mechanics These are the game mechanics that a user will interact with, and most times are what effectively makes a game stand out from the rest. Includes both the User Experience (UX) and User Interface (UI).

Milestones Helps give the development team a realistic forecast of how the development cycle is expected to go, how far off they are from reaching their goals, and finally, from finishing the game.

In our GDD template, we are considering the following sections:

- Game Design
- Technical
- Level Design
- Development

- Graphics
- Sounds/Music
- Schedule

Of which I will be focusing on the Development and Sounds/Music sections.