**Game Design Document for:**

# Gladiator

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Version # 1.00

Tuesday, February 08, 2022**Table of Contents**

Name of Game 1

Foreword 4

Project Management 5

Version 1.10 5

Version 2.00 5

Version 2.10 5

Health and Safety in the workplace 6

Copyright Laws 6

Game Overview 7

Philosophy/ theme/ morals 7

Philosophical point #1 7

Philosophical point #2 7

Common Questions 7

What is the game? 7

Who is the target audience? 7

What themes are present in the game? 7

Where does the game take place? 7

What/who do I control? 7

How many characters do I control? 8

What is the main focus? 8

What is different? 8

Feature Set 9

General Features 9

Gameplay 9

The Game World 10

Overview 10

World Feature #1 10

World Feature #2 10

The Physical World 10

Overview 10

Key Locations 10

Objects 10

The World Layout 11

Overview 11

World Layout Detail #1 11

World Layout Detail #2 11

Game Characters 12

Overview 12

Characters 12

Character type 12

Character backstory 12

Character Profiles 12

Single-Player Narrative Design 13

Overview 13

Narrative design Detail #1 13

Narrative design Detail #2 13

Story/ ‘essential lore’ 13

Timeline of events 13

Script development 14

Overview 14

Game dialogue sources 14

Film scripts 14

Script development stages 14

Finalised script for VA 14

Art Style 15

Overview 15

Character Designs 15

Storyboard of dialogue scene 15

Critical Reflection 16

Extra Miscellaneous Stuff 17

Overview 17

Junk I am working on… 17

“XYZ Appendix” 18

“Objects Appendix” 18

“References/bibliography” 18

“Diary/journal submissions” 18

“Images (flowcharts, mind-maps, diagrams etc)” 18

“Story Appendix” 18

“World map” 18

“Dialogue branches outside of demo” 18

“Endings/outcomes” 18

“Classroom notes” 18

“Playable demo” 18

# Project Management

## Version 1.10

# Game Overview

## Philosophy/ theme/ morals

I like the idea of the vr game GORN. It is a gladiator wave game and I enjoy these types of games. I want to make a endless game which will only end when you die. I wante a range of medieval weapons to stick to the theme

### Philosophical point #1

The game is to show of my skills I have developed over the past weeks in developing and while I do it, show off my modeling and learn how to add animations into the game.

### Philosophical point #2

I’m trying to achieve an immersive game which can be played for hours at a time. I will look at gladiator rings in films, video games (such as cod zombies) and even read descriptions of them from books

# 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:

Dialogue system

Narrative design

## 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

# Game Characters

## Overview

Overview of your characters.

## Characters

How you created the characters or whether the player can personalize their own character. Include PC (playable character) and any NPC’s here and their function (blank slate, established character.)

## Character type

Outline each major character in terms of type: flat, round, protagonist, antagonist- conventional (Propp), unconventional. Explain why these are used.

## Character backstory

Write a backstory for the main characters. Include details such as their goals, actions, physiological, sociological, psychological aspects, representation, character growth, character arcs, character capabilities, etc. Are there any emotional themes in their backstory? In a narrative game, the player needs to invest their time and immerse themselves- how can you make sure that happens?

## Character Profiles

Template provided

# Single-Player Narrative Design

## Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

## Narrative design Detail #1

In this section you will need to include the games plot devices:

What plot devices will you utilise and why?

Exposition, conflict, climax, inciting incident, resolution, plot twists, suspense, goals, MacGuffin, foreshadowing, etc.

Are there any emotional themes that will resonate throughout the story?

## Narrative design Detail #2

## Story/ ‘essential lore’

Describe your story idea here. Reference what type of narrative structure your story will have, conventional (Todorov, Propp, Campbell) or unconventional. Construct a visual narrative diagram of the story which pin-points important events, an overall timeline, and includes linear and non-linear branches.

You can do this with a flow chart (lucidcharts etc)

## Timeline of events

A timeline of story events overall and in the demo, can be made in a flowchart or by other means

# Script development

## Overview

Provide an overview of this section

## Game dialogue sources

Research into the purpose of game dialogue sources, include examples of other GDD’s- how do video games document their dialogue? Use examples- include videos if needed. What impact do these types of dialogue have on the player?

## Film scripts

Research and include film scripts and how they impact video games- how and when are they used? VA

## Script development stages

Include initial ideas and iterations; including non-linear narrative branches, implementation of research and how it affects your script development

## Finalised script for VA

Finalised script for VA following industry standard:

Title Page, Scene Heading/ Subheader, Action, Character, Dialogue, Parenthetical, Extension, Storyboards and Flowchart (linear and non-linear dialogue moments)

# Art Style

## Overview

Include character designs. These can be sketches- and can be shown via a storyboard

## Character Designs

Add designs for major PC and NPC’s here

## Storyboard of dialogue scene

Include a storyboard of the events of your dialogue scene from your demo

# 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”

# “Diary/journal submissions”

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

# “Story Appendix”

# “World map”

# “Dialogue branches outside of demo”

# “Endings/outcomes”

# “Classroom notes”

# “Playable demo”