# GAME NAME

# Game Design Document (template)

# Copyright Information

# Version history

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| **Time** | **Author** | **Changes** |
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# Game Overview

## Game Concept

## Feature Set

## Genre

## Target Audience

## Game Flow

How does the player move through the game. Both through framing interface and the game itself.

## Look and Feel

What is the basic look and feel of the game? What is the visual style?

## Project Scope

A summary of the scope of the game.

### Number of locations

### Number of levels

### Number of NPC’s

### Number of weapons

# Gameplay and Mechanics

## Gameplay

### Game Progression

### Mission/challenge Structure

### Puzzle Structure

### Objectives – What are the objectives of the game?

### Play Flow – How does the game flow for the game player

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics – How does the physical universe work?

### Movement

#### General Movement

#### Other Movement

### Objects

#### Picking Up Objects

#### Moving Objects

### Actions

#### Switches and Buttons

#### Picking Up, Carrying and Dropping

#### Talking

#### Reading

### Combat – If there is combat or even conflict, how is this specifically modeled?

### Economy – What is the economy of the game? How does it work?

## Screen Flow

### Screen Flow Chart – A graphical description of how each screen is related to every other

### Screen Descriptions – What is the purpose of each screen?

#### Main Menu Screen

#### Options Screen

## Game Options – What are the options and how do they affect game play and mechanics?

## Replaying and Saving

## Cheats and Easter Eggs

# Story, Setting and Character

## Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

### Plot Elements

### Game Progression

### License Considerations

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

## Game World

### General look and feel of world

### Area #1

#### General Description

#### Physical Characteristics

#### Levels that use area

#### Connections to other areas

## Characters

### Character #1

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

# Levels

## Level #1

### Synopsis

### Introductory Material (Cut scene? Mission briefing?)

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

# Interface

## Visual System

### HUD - What controls

### Menus

### Rendering System

### Camera

### Lighting Models

## Control System – How does the game player control the game? What are the specific commands?

## Audio

## Music

## Sound Effects

## Help System

# Artificial Intelligence

## Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI – Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Technical – This may be abbreviated with most in the Technical Bible.

## Target Hardware

## Development hardware and software

## Development procedures and standards

## Game Engine

## Network

## Scripting Language

## etc.

# Game Art - This may be abbreviated with most of the content in an Art Bible.

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous

# Secondary Software

## Editor

## Installer

## Update software

# Management

## Detailed Schedule

## Budget

## Risk Analysis

## Localization Plan

## Test Plan

# Appendices

## Asset List

### Art

#### Model and Texture List

#### Animation List

#### Effects List

#### Interface Art List

#### Cut scene List

### Sound

#### Environmental Sounds

#### Weapon Sounds

#### Interface Sounds

### Music

#### Ambient

#### “Action”

#### Victory

#### Defeat

### Voice

#### Actor #1 lines