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| Brief Game Design Document | |  | | --- | | *mm/dd/yyyy*  Team Name | |

*This template is loosely based on the* [*Project Design Document*](https://learn.unity.com/tutorial/lab-1-personal-project-plan?uv=2018.4&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63#5ce592e6edbc2a119d276e42) *on Unity's Create with Code Course, but has been expanded and adapted to this course.*

Team Members

*List all team member's names here*

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| Game Design Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *playerType* | | in this   |  |  | | --- | --- | | *top Down / side view / third-person* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *types of objects* | appear | | from   |  | | --- | | *area(s) of the screen.* | |  |

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| 3 **Core Game Mechanic** |  | The goal of the game is to   |  | | --- | | *goal of the game.* |   What makes this goal challenging or difficult is   |  | | --- | | *challenge of the game, or the factor(s) that make the game more difficult the more they are increased (e.g. the speed of the enemies, the enemies are shooting projectiles at the player, etc.)* |   Players have the ability to   |  | | --- | | *description of actions, abilities, resources, or power-ups players have that make them more able to overcome the challenging goal of the game (e.g. shooting projectiles / jumping on enemies to destroy them / clicking on enemies to destroy them / speed boosting power-ups.)* |   And when players use their abilities   |  | | --- | | *Effects or feedback when the player takes those actions, uses those abilities, or gets those power-ups.* | |  |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

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| 5 **Win / Loss Conditions** |  | The player will win when   |  | | --- | | *description of the specific win condition(s) for the game. (E.g. player reaches the end of the level / score reaches 10 or more points.)* | |  | The player will lose when   |  | | --- | | *description of the loss condition(s) for the game. (E.g. player collides with enemy / player falls into a pit / the timer runs out.)* | |
|  |  | When the player wins   |  | | --- | | *Effects and feedback given when the player wins (E.g. a text message that says "You win!" will be displayed / a victory fanfare sound will play / fireworks particle effect will play.)* | |  | When the player loses   |  | | --- | | *Effects and feedback given when the player loses (E.g. a text message that says "You lose!" will be displayed / a sad song will play / an animation showing the player character dying will play.)* | |
|  |  | When the game is over, the player can restart the game or try again from the beginning by   |  | | --- | | *Clicking a Restart or Continue button / Pressing the R key (and a text message tells the player to press the R key to Restart)* | | | |

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| 6 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *list of sound effects and what triggers them* | | and particle effects   |  | | --- | | *list of particle effects and when they will play* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project and what triggers them.* | | |

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| 7 **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *condition to change score/lives/timer.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Working title* | will appear | | | |

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| 8 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# Game Design Sketch (Annotated with Callouts)

# (Also known as a One-Page Game Design Document)