**Game Design Document (GDD)**

**1. Game Overview**

**1.1 Game Title**

Name

**1.2 Genre**

Game

**1.3 Platform(s)**

PC.

**1.4 Target Audience**

Human

**2. Core Concept**

**2.1 Elevator Pitch**

Good game

**2.2 Key Features**

Very good game

**3. Gameplay**

**3.1 Core Gameplay Loop**

Start - end - fun

**3.2 Objectives**

Win

**3.3 Mechanics**

Interesting ones

**3.4 Challenges**

Trying to please the customer a s much as you can with provided resources, including customer wishes when building a house.

**3.5 Rewards**

Score

**4. Visuals**

**4.1 Art Style**

Appealing

**4.2 Key Assets**

Useable

**5. MDA**

**5.1 Mechanics**

Mechanics do be working.

**5.2 Dynamics**

Dynamic stuff

**5.2 Aesthetics**

Cool

**6. MVP**

**5.1 Minimum needed**

Money van der linde

**5.2 Desired scale and resources**

Not too big