GAME DESIGN DOCUMENT

GAME TITLE

SUB TITLE

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Game Analysis

Introduce the game. Present information on why this game will be fun, the purpose of the game, what the player does, and so on. This is meant to be a quick analysis of the game and what you can expect from it. Shouldn't be more than 1-2 paragraphs.

Mission Statement

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

Genre

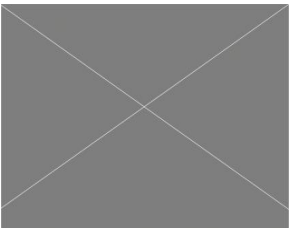List or describe the game's genre/genres

Platforms

List or describe the platforms the game will be made for.

Target Audience

Provide information on the audience the game is targeted to. Add details and information on the intended audience such as their habits, behaviors, likes, and dislikes. Are you targeting your game to a specific age group or perhaps people that enjoy certain genres? Is your intended audience from specific communities or will their locale play a role?

Storyline & Characters

This is where you present a story synopsis and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

Character	Description	Characteristics	Misc. Info
Character Name	Describe the character. It is a playable character or NPC. How does this character fit into the story, etc.	Describe the character's abilities, personality and so forth.	Present any other notes about the character.

Gameplay

Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word "you" to tell a story to the audience (players).

Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

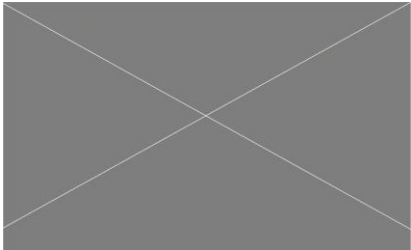| Rewards	Penalties	Difficulty Levels
List ways of how the player is rewarded and when.	Discuss things that hinder the player on progressing	Discuss the difficulty levels within the game

Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

Character Attributes	
Character	**Movement Abilities / Actions Available**
Name of character	List the characters abilities & how the player can perform them
Game Modes	
Game Mode / Difficulty Name	Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
List the scoring attribute	Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level.

Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

Levels	
Level name and/or pic of it	List or describe the level's look, difficulty, hazards, and objectives.

Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

Button/ Touch Input	Action it Performs
List the button	Describe what functionality the button press has within the game.

Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player's gestures/interactivity has an effect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Dominik C	9/4/18	9/8/15	0 %
Level Mechanics				
Art				
Level 1				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: Game Play Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				