# Game Design Document Template

## Overview

Within this section, you should outline each of the following:

• A brief overview of your game

- This should take the form of a brief description/blurb of your game (imagine

that you are trying to sell your game on the app store – what would your

description be?)

- You should also indicate whether your game is an original idea, or a replica

of an already existing game. If you are creating a replica game, how are you

planning to edit or improve it to make your game unique?

• A list of the objectives within your game

- What objectives will the player need to complete in your game?

- Provide a short description of each objective.

• A list of the characters within your game

- Does your game have a playable character? Provide a short description of

your playable character.

- Does your game have enemies or other non-playable characters? Provide a

short description of each.

• Your game’s genre

- For example, ‘Action’, ‘Adventure’, ‘Role Playing Game’.

- You don’t need to expand on this – one or two words to indicate the genre(s)

is fine (this could even be included as part of your game description).

## Game Design

Within this section, you should outline each of the following:

• An overview to your game’s mechanics

- What makes your game unique?

- What makes your game interesting to play?

- What will the player be able to do in your game?

• An overview to the difficultly/level progression within your game

- Does your game become more difficult as time goes on?

- Does the player switch to a new level when they complete an objective?

• An overview to the win/lose state(s) within your game

- Can the player win the game?

- What happens when the player wins the game?

- Can the player lose the game?

- What happens when the player loses the game?

• An overview to how the user will interact with the game

- Will the game require keyboard input?

- Will the game require mouse input?

- How will the user control the character?

- How will the user solve the puzzle?

- How will the user win the game?

• An overview to the visual style of your game

- How will the visual design of your game reflect its theme? For example, a detective game may be based on a black and white colour palette to reflect the visual style of old noir movies.

- Feel free to add images and/or mood boards here to further demonstrate your intended visual style.

- Also feel free to reference other games that have inspired your visual style (make sure to include images, as I may not be familiar with a particular game).

• An overview to the audio style of your game

- Will your game have music?

- Will music have an influence on your gameplay? For example, a core mechanics in Guitar Hero is the use of music to dictate gameplay.

- What sound effects will you use in your game?

- How will the audio design of your game reflect its theme? For example, an arcade game may use 8-bit audio samples to reflect the audio limitations of old arcade machines.

- It is a good idea to place your audio into categories, such as ‘Music’, ‘UI’, ‘Dialogue’, ‘Player’, ‘Enemy’, etc. - Additionally, you should highlight whether a piece of audio is diegetic (meaning that the sound exists within the game world – i.e., footsteps) or non-diegetic (meaning that the sound does not exist within the game world – i.e., menu music).

## Level Design

Within this section, you should outline each of the following:

• An overview to the layout and design of one level in your game

- What obstacles will you have in your level?

- What collectibles will you have in your level?

- How will the player navigate the level?

- How will the player reach the finish line?

- How will the design of your level(s) reflect the theme of your game? For example, the design of Bowser’s castle in Mario reflects the threat and danger that the castle (and ultimately Bowser) poses to Mario.

- A simple map with an attached legend could be a useful addition here.

## User Interface

Within this section, you should outline each of the following:

- An overview for the design of your main menu

- Will you have a win/lose screen that appears at the end of your game?

- How will the style of your menu reflect the theme of your game? For example, an arcade game may use a very simple pixelated menu.

• An overview for the design of your in-game UI

- How will you communicate to the player how they can interact with your game?

Will you include a list of controls on the screen?

- Will your HUD include a health bar? What will this look like?

- Will your HUD include an inventory? What will this look like?

- How will the user interface reflect the theme of your game? For example, if you were creating a role-playing game, you may decide to style your health bar to look like a sword. Game Assets Within this section, you should outline each of the following:

• A brief overview in how you intend to develop or source each asset in your game

- For your visual and audio assets, describe whether you will make them yourself, or whether you intend to source your assets online.

- Include an indication of how you plan to develop any assets that you will build yourself.

- For sourced assets, make sure that you are only using assets which are creative commons, royalty free, etc.

- For this section, a simple table will suffice. You should also include where you might source this asset (Purple Planet, Free Sound, etc.), or how you plan to develop it (Piskel, Photoshop, GIMP, etc.).

- Consider all the potential assets in your game

– background images, menu images, UI elements, sprites and sprite sheets, sound effects, music, etc.

## Unique Mechanic

Within this section, you should outline each of the following:

• A brief overview of one or more unique system that you will need to implement to support your game

- For each identified system/mechanic, you should outline what the system/mechanic is, what supporting engine components you will need to develop it.

- The best way to approach this section is to consider what aspects of your game require unique systems to support its development. You should then create a brief outline which describes how a developer could implement this system. You will need to provide a general outline of what the goal of your system is, how it affects the game/gameplay, and what will be required to achieve this.

## Roadmap

This section should include a week by week breakdown into how you are going to complete your game including alpha and beta stages