Serious Driving

(Working Title)

Game Design Document

Contents

[**1.** **Game Design** 3](#_Toc524539171)

[**1.1.** **Game Idea** 3](#_Toc524539172)

[**1.2.** **Game Overview** 3](#_Toc524539173)

[**1.3.** **Situations** 3](#_Toc524539174)

[**1.4.** **Marketing** 3](#_Toc524539175)

[**1.5.** **Graphics** 3](#_Toc524539176)

[**1.6.** **Level Design** 3](#_Toc524539177)

[**1.7.** **Audio Design** 3](#_Toc524539178)

[**2.** **Technical Design** 3](#_Toc524539179)

[**2.1.** **Game Platform** 3](#_Toc524539180)

[2.1.1. Windows PC 3](#_Toc524539181)

[**2.2.** **Mechanics** 3](#_Toc524539182)

[**2.3.** **User Interface** 3](#_Toc524539183)

[**2.4.** **Software** 3](#_Toc524539184)

[2.4.1. Unity 3](#_Toc524539185)

[2.4.2. Photoshop 3](#_Toc524539186)

[2.4.3. Maya 3](#_Toc524539187)

[2.4.4. Blender 3](#_Toc524539188)

[**2.5.** **Hardware** 3](#_Toc524539189)

[**3.** **References** 3](#_Toc524539190)

[**4.** **Appendix** 3](#_Toc524539191)

# **Game Design**

## **Game Idea**

## **Game Overview**

## **Situations**

## **Marketing**

## **Graphics**

## **Level Design**

## **Audio Design**

# **Technical Design**

## **Game Platform**

### Windows PC

## **Mechanics**

### Code

## **User Interface**

## **Software**

### Unity

### Photoshop

### Maya

### Blender

## **Hardware**

# **References**

# **Appendix**