Serious Driving

(Working Title)

Game Design Document

Contents

[**1.** **Game Design** 3](#_Toc525051519)

[**1.1.** **Game Idea** 3](#_Toc525051520)

[**1.2.** **Game Overview** 3](#_Toc525051521)

[**1.3.** **Situations** 3](#_Toc525051522)

[**1.4.** **Marketing** 3](#_Toc525051523)

[**1.5.** **Graphics** 3](#_Toc525051524)

[**1.6.** **Level Design** 3](#_Toc525051525)

[**1.7.** **Audio Design** 3](#_Toc525051526)

[**2.** **Technical Design** 3](#_Toc525051527)

[**2.1.** **Game Platform** 3](#_Toc525051528)

[2.1.1. Windows PC 3](#_Toc525051529)

[**2.2.** **Mechanics** 3](#_Toc525051530)

[2.2.1. Code 3](#_Toc525051531)

[**2.3.** **User Interface** 3](#_Toc525051532)

[**2.4.** **Software** 3](#_Toc525051533)

[2.4.1. Unity 3](#_Toc525051534)

[2.4.2. Photoshop 3](#_Toc525051535)

[2.4.3. Maya 3](#_Toc525051536)

[2.4.4. Blender 3](#_Toc525051537)

[2.4.5. Sony Vegas 3](#_Toc525051538)

[**2.5.** **Hardware** 3](#_Toc525051539)

[**3.** **References** 3](#_Toc525051540)

[**4.** **Appendix** 3](#_Toc525051541)

# **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

### Sony Vegas

## **Hardware**

System 1

* Monitor
* Speakers
* Keyboard
* Mouse
* GeForce GTX 980
* Intel i7-6820HK
* 32GB of Ram

# **References**

# **Appendix**