**GAME DESIGN DOCUMENT (GDD) TEMPLATE**

**Concept Document**

The concept document serves the purpose as a way to present a game concept. A general overview of the game, with the idea anyone can read and understand what the game is like. This part of the document is one that will change very little once the concept is accepted.

**Title Page**

The title page includes general information about the game:

Game Name : HotPotato

Game Logo : A hot potato with two katanas on back inside a circle

Game Catch Phrase : “ From farm to fight: the journey of a potato warrior!”

Document Type : Game Concept Draft

Document Version : 1.00

**Credit Page**

The credit page should present information about the person who authored the document and for what company.

Document Purpose: To explain my game and propose it to my colleagues.

Document Version: 1.00

Working Title: Idk

Game Concept:

Game Document Author: Dominic Pescasio

**Sign-Off**

The sign-off section lists all the people involved (by rank and role) and confirms that each member of the team has read through the document and agrees with the current plan.

GAME CONCEPT SIGN-OFF

Lead Artist: Judah B

Lead Designer: Dominic P

Lead Programmer: Mason S

Lead Producer: Dominic P

**Introduction**

The game HotPotatoes is a party game/ death match where friends who want to challenge each other can battle in crazy chaotic fashion to see who’d win and where the loser of each round will be given the choice to select one ability upgrade from a small randomly generated selection to help them in the upcoming battles. It is a modified cloned game based off the game Rounds it is a fantasy game that can be played on the Pc.

**Game Analysis**

HotPotatoes is a game for up to four friends who want to compete to see who the potato paladin would be using farming equipment and other varies objects that spawned on the map, the first round is mashed meditation a calm relaxing target practice but after players start losing and gaining ability/weapon upgrades that combo off each other to create a mashed madness with the ability cards making the player have increase physical abilities like Increased health, speed, blocking timer, and the amount of time you can block before cool down, jump boots, or changing the damage and attack rate and stamina recharge. The weapon upgrades would be for farming equipment making things gain a special weapon class or change to have the gun works. Final the super upgrade makes the player have abnormal ability like double jump, teleportation, change size of character, etc. First to win 7 matches can end the game or if all parties agree they can rematch but instead of resetting the upgrades all stays the same and you continue the game for another 7 matches.

**GAME DESCRIPTION**

Genre: Party game

Describe the Genre:

The genre is a party game for friends to hangout or torment each other, in a last man standing scenario where you fight for survival.

Game Elements:

The game would be full of players trying to eliminate each other by chasing, evading, and blocking while also trying to aim attacks and get special upgrades to gain an advantage over your friend.

Game Content:

A competitive thriller with humor between friends and rage when the upgrade combos become too overpowered in later games.

Theme:

The might be something?

Example:

* Western
* Sci-Fi
* Fantasy

Style:

Example:

* Real
* Old School
* Manga

Game Sequence:

Example:

* Linear- Storylines
* Hyper- Storylines that the player can influence
* Simulation

Player: 4

**GAME REFERENCE**

Game Taxonomy:

Game Taxonomy is here as a reminder of what the design direction is. Game Taxonomy is made up of **Simulation**, **Game** and **Narrative** based. These can further be divided into **Chance**, **Simulation** and **Narrative**. This is further divided into **fiction** or **non-fiction**.

Example: Xyanide is a Fictional Game/Narrative, while Sim City is a Non-Fictional Simulation/Game.

Player Immersion:

This is an attempt to understand what kind of enjoyment the player will receive from the game.

Example:

* Tactical
* Strategy
* Narrative
* Physical
* Emotional
* Mental

Reference:

References can come from anywhere.

* The idea is to describe your game’s story, play, and style with references.

**GAME TECHNICAL**

Technical Form: Basically there is 2D graphics (Flat) and 3D graphics (Form)

View: Camera view the player will experience the game from

Platform: iOS, Android, Mac, PC

Language: C#, C++, Ruby, Java

Device: PC, Mobile, Console

**GAME SALES**

Consumer Group: This could involve conducting a research or focus group with actual consumers to gather or validate market acceptance data

Payment: This could involve discussions on monetizing the game and receiving payments from customers

Estimated Price: This could involve market sizing and market pricing strategies for the game product

**Game Atmosphere**

In the game atmosphere section, it is best to have a mood board or a clear description of the game’s style. This is a good place to start interacting with a graphic designer.

* Atmosphere Mood Board
* Character/Units Sketch & Description
* A Level (Locations) Sketch & Description
* Audio Description

**Game Play**

The game play section is utilized to create a descriptive paragraph about how the game is played. The idea is that you want the person imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

*Example:* Few readers want to hear statements such as: “enemy\_1 will have more hit points than enemy\_2.” Instead, it is better to make statements such as: “the Lazarus Fighter has more armor than the Apollo Fighter.”

This outline will vary according to the type of game.

* Opening the game application
* Game Options
* Story Synopsis
* Modes
* Game Elements
* Game Levels
* Player’s Controls
* Winning
* Losing
* End
* Why is all this fun?

**Key Features**

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

**Selling Features**

This is a list of features that could be potentially helpful to market and/or sell a game. If a game has any copyrightable material, note it here. It may be a good idea to research the key points below or consult with a professional marketer.

* Number of Levels
* Number of Enemies/ Characters *(Example: 12 characters or amount of enemies, end bosses)*
* Time of Game Play *(Example: 2 hours of fun)*
* Replay ability
* Audio Specifications
* Graphic Specifications
* Device Compatibility
* Number of Players
* Online Activities (high scores, etc.)
* Number/Type Modes
* Marketing Ideas
* Consumer Group
* Unique Features
* Merchandising