**Rapid Games Prototyping**

**Tutorial - Game Design Document**

Please fill-in the game design document template that includes all critical sections that can assist:

**Objective**

Explain the goal of your game in 2-3 sentences.

**Gameplay Mechanics**

This is where you explain your game's core loop(s), whether your game is real time or turn based, single player or multiplayer, social or not, and any key aspects of your gameplay - this could be anything from your power-up system to special enemy types to the ability to rewind time.

**Level Design**

Here you need to think about what principles you will follow when designing a level. Describe what a typical level will look like but also list any constraints your game's design will place on the levels. For example, you may decide that every level will have a section where the player cannot mess up, or you may want to note that levels in your game should designed so no backtracking is necessary.

If your game is auto-generated (infinite runners like Flappy Bird / Timberman), use this space to describe how difficulty will increase over time.

**Technical**

**Scenes**

Describe each screen in your game, from the main menu to the gameplay screen to your high score screen and anything in between. Are there any screens you could remove from your MVP? For example, what if there was no main menu and players started immediately at the gameplay? Mark this nice to have screens with "(after MVP)".

You can add paper prototype/ photoshop screenshots of your game and progress through iterations.

**Controls**

How will the player interact with the game?