## FIN 》The GDD

#### Due: 11:55PM Wednesday, 11.25

* [Semester Project Guidelines](https://moodle.umt.edu/mod/page/view.php?id=1670682)Your Game Design Document  
  Over the semester, you built a document somewhere between a 10-Pager and a full GDD. That's awesome! You're farther ahead that many small developers.  
  You will need to include everything from all 10 portions for full credit. Even if you didn't finish a portion on time, do it now and turn it in with the final document. Seriously.  
    
  Getting Full Credit:  
  The semester project is worth 25 points, or 25% of your overall grade, and is broken into two parts: content and design
  1. [20 pts possible] Content:  
       
     - All 10 Proposal Portions are included.  
     - Required changes, improvements, corrections have been made, where needed. (See your grades)  
     - All Proposal Portions have been made cohesive. (Ex: If you changed your game's title, make sure it's been changed throughout).
  2. [5 pts possible] Design:  
       
     - *Spell check (!!) and use academic grammar.*- Properly formatted. Use no more than 2 fonts, and have consistent page margins and alignments.  
     - Watch your white space. If your summary is only two lines long, don't give it its own page. Try and organize your material in a way that it flows (see the organization chart), but still minimizes holes.
* Merging PDFs:  
  As we get rolling on your final composition, remember you can merge PDF documents quite easily, so you don't have to struggle with some layout issues many of you have had.  
  Do you have landscape (horizontal) pages? No worries! To include a landscape page in your Document:
  1. Export all work before the landscape page as a PDF.
  2. Export the landscape page (alone) as a PDF.
  3. Go to [PDFMerge.com](http://www.pdfmerge.com/) and upload all your pieces (in order) and hit merge.
  4. You may do this as many times as needed.
* Organization:  
  While there is some leeway on your GDD's organization (which may be slightly different depending on the type of game you have, or flow of information), it should follow something very similar to this template:

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Location:** | **Page #:** | **Page Contents:** |
| PP09, Lvl 5-1 | 00 | Title Page:   * Game Title (Logo or text with image) * Hook/Grabber * ESRB or PEGI Rating Category Image * Name & Date |
| PP08, Lvl 4-2  PP01, Lvl 1-3 | 01 | Logistics:   * Platform * Genre * Classification * Premise |
| PP02, Lvl 2-1 | 02 | Character Design: PC   * Character Design * Character Image |
| PP02, Lvl 2-1 | 03 | Character Design: Enemies/Obstacles   * Enemy Descriptions (Images Optional) |
| PP03, Lvl 2-2 | 04 | Flow Overview:   * Story Summary * Game Summary |
| PP08, Lvl 4-2 | 05 | Controls:   * Controls Description * Controls Diagram |
| PP05, Lvl 3-2 | 06 | Art Design:   * Visual Style Description * Sourced Inspirational Images |
| PP04, Lvl 3-1 | 07 | Audio Design:   * Description of Sound Design * Link(s) to Samples |
| PP06, Lvl 3-3 | 08 | Level Design:   * Level/Area Visual * Level Key * Level Description |
| PP05, Lvl 3-2 | 09 | User Interface:   * HUD Visual * HUD Description |
| PP07, Lvl 4-1 | 10 | Additional Elements: (*You Chose One*)   * Elements of Project Management * Details of a Multiplayer Component * Description on Possible Monetization * Earnable Achievements/Trophies/Badges, Etc * Easter Eggs/Unlockables/In-Game Incentives, Etc. |
| PP10, Lvl 5-1 | 11 | Conclusion |

* Again, this is just a template; don't be concerned if you have considerably less or more pages than this.

### Examples:

* Please see the "Examples & Resources" topic to view the full professional and past student GDDs we've looked at this semester!