Game Design Document Outline

Game Design Document

Version 0.1

author

Month Day, Year

Contents

[Contents 2](#_Toc181398101)

[Design History – 5](#_Toc181398102)

[Section I - Game Overview 6](#_Toc181398103)

[1.1 Game Concept 6](#_Toc181398104)

[1.1.1 Overview 6](#_Toc181398105)

[1.1.2 Pillars 6](#_Toc181398106)

[1.2 Feature Set 6](#_Toc181398107)

[1.2.1 Genre 6](#_Toc181398108)

[1.2.2 Player Perspective / Dimensions 6](#_Toc181398109)

[1.3 Target Audience 6](#_Toc181398110)

[1.4 Game Flow Summary 6](#_Toc181398111)

[1.4.1 Gameplay loops 6](#_Toc181398112)

[1.4.2 Engagement loops 6](#_Toc181398113)

[1.5 Look and Feel 7](#_Toc181398114)

[1.5.1 Features 7](#_Toc181398115)

[Section II - Gameplay and Mechanics 8](#_Toc181398116)

[2.1 Gameplay 8](#_Toc181398117)

[2.1.1 Game Progression 8](#_Toc181398118)

[2.1.2 Mission/challenge Structure 8](#_Toc181398119)

[2.1.3 Puzzle Structure 8](#_Toc181398120)

[2.1.4 Objectives 8](#_Toc181398121)

[2.1.5 Play Flow 8](#_Toc181398122)

[2.2 Mechanics 8](#_Toc181398123)

[2.2.1 Physics 8](#_Toc181398124)

[2.2.2 Movement 8](#_Toc181398125)

[2.2.3 Actions 9](#_Toc181398126)

[2.3 Systems 9](#_Toc181398127)

[2.3.1 System Name 9](#_Toc181398128)

[Section III - Story, Setting and Character 10](#_Toc181398129)

[3.1 Story and Narrative 10](#_Toc181398130)

[3.1.1 Back story 10](#_Toc181398131)

[3.1.2 Plot Elements 10](#_Toc181398132)

[3.1.3 Game Progression 10](#_Toc181398133)

[3.1.4 License Considerations 10](#_Toc181398134)

[3.1.5 Cut Scenes 10](#_Toc181398135)

[3.2 Game World 10](#_Toc181398136)

[3.2.1 General look and feel of world 10](#_Toc181398137)

[3.2.2 Areas 10](#_Toc181398138)

[3.2.3 Characters 11](#_Toc181398139)

[3.2.4 Items 12](#_Toc181398140)

[Section IV - Levels, missions 13](#_Toc181398141)

[4.1 Level #1 13](#_Toc181398142)

[4.1.1 Synopsis 13](#_Toc181398143)

[4.1.2 Introductory Material 13](#_Toc181398144)

[4.1.3 Objectives 13](#_Toc181398145)

[4.1.4 Physical Description 13](#_Toc181398146)

[4.1.5 Map 13](#_Toc181398147)

[4.1.6 Critical Path 13](#_Toc181398148)

[4.1.7 Encounters 13](#_Toc181398149)

[4.1.8 Level Walkthrough 13](#_Toc181398150)

[4.1.9 Closing Material 13](#_Toc181398151)

[4.2 Level #2 13](#_Toc181398152)

[4.3 etc. 13](#_Toc181398153)

[4.4 Training Level 13](#_Toc181398154)

[Section V - Interface 14](#_Toc181398155)

[5.1 Screen Flow 14](#_Toc181398156)

[5.1.1 Screen Flow Chart 14](#_Toc181398157)

[5.1.2 Screen Descriptions 14](#_Toc181398158)

[5.2 Visual System 14](#_Toc181398159)

[5.2.1 HUD 14](#_Toc181398160)

[5.2.2 Menus 14](#_Toc181398161)

[5.2.3 Rendering System 14](#_Toc181398162)

[5.2.4 Camera 14](#_Toc181398163)

[5.2.5 Lighting Models 14](#_Toc181398164)

[5.3 Control System 14](#_Toc181398165)

[5.3.1 Button Inputs 14](#_Toc181398166)

[5.3.2 Analog Controller 15](#_Toc181398167)

[5.3.3 Keyboard and Mouse Controls 15](#_Toc181398168)

[5.3.4 ETC… 15](#_Toc181398169)

[5.4 Audio 15](#_Toc181398170)

[5.4.1 Music 15](#_Toc181398171)

[5.4.2 Sound Effects 15](#_Toc181398172)

[5.5 Help System 15](#_Toc181398173)

[Section VI - Enemies and allies 16](#_Toc181398174)

[6.1 Opponent AI 16](#_Toc181398175)

[6.2 Enemy AI – Villains and Monsters 16](#_Toc181398176)

[6.3 Non-combat Characters 16](#_Toc181398177)

[6.4 Friendly Characters 16](#_Toc181398178)

[6.5 Support AI 16](#_Toc181398179)

[6.5.1 Player and Collision Detection 16](#_Toc181398180)

[6.5.2 Pathfinding 16](#_Toc181398181)

[Section VII - Game Art 17](#_Toc181398182)

[7.1 Concept Art 17](#_Toc181398183)

[7.2 Style Guides 17](#_Toc181398184)

[7.3 Characters 17](#_Toc181398185)

[7.4 Environments 17](#_Toc181398186)

[7.5 Equipment 17](#_Toc181398187)

[7.6 Cut scenes 17](#_Toc181398188)

[7.7 Miscellaneous 17](#_Toc181398189)

[Appendices 18](#_Toc181398190)

[1.1 Asset List 18](#_Toc181398191)

[1.1.1 Art 18](#_Toc181398192)

[1.1.2 Sound 18](#_Toc181398193)

[1.1.3 Music 18](#_Toc181398194)

[1.1.4 Voice 18](#_Toc181398195)

Design History –

1. Version 1
   1. Creation of Document

Section I - Game Overview

* 1. Game Concept
     1. Overview
     2. Pillars
        1. Pillar 1
        2. Pillar 2
        3. Pillar 3
        4. Pillar 4
  2. Feature Set
     1. Key Features
     2. Genre
     3. Player Perspective / Dimensions
  3. Players and Audience
     1. Design Goals

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* + 1. Target Audience
    2. Player Motivation
    3. Hook
    4. Unique Selling Point
    5. Target Platform
    6. Competitor Analysis
       1. Game 1
       2. Game 2
       3. Game 3
  1. Setting
  2. Game Flow Summary
     1. Gameplay loops
        1. Sub-loop
     2. Engagement loops
        1. Sub-loop
  3. Look and Feel
     1. Features
        1. Number of locations
        2. Number of levels
        3. Number of NPC’s
        4. Number of weapons
        5. Etc.

Section II - Gameplay and Mechanics

* 1. Gameplay
     1. Game Progression
        1. Progression 1
           1. Topic 1
           2. Topic 2
           3. Etc…
        2. Progression 2
        3. Etc…
     2. Mission/challenge Structure
     3. Puzzle Structure
     4. Objectives
     5. Play Flow
  2. Mechanics
     1. Physics
     2. Movement
        1. General Movement
        2. Other Movement
        3. Objects
        4. Picking Up Objects
        5. Moving Objects
     3. Actions
        1. Switches and Buttons
        2. Picking Up, Carrying and Dropping
        3. Talking
        4. Reading
        5. Combat
        6. Economy
        7. Game Options
        8. Replaying and Saving
        9. Cheats and Easter Eggs
  3. Systems
     1. System Name
        1. Description
        2. Statistics / Techinicals
        3. Screenshots

Section III - Story, Setting and Character

* 1. Story and Narrative
     1. Back story
     2. Plot Elements
     3. Game Progression
     4. License Considerations
     5. Cut Scenes
        1. Cut scene #1
           1. Actors
           2. Description
           3. Storyboard
           4. Script
        2. Cut scene #2
           1. etc.
  2. Game World
     1. General look and feel of world
     2. Areas
        1. Area #1
           1. General Description
           2. Physical Characteristics
           3. Levels that use area
           4. Connections to other areas
        2. Area #2
           1. General Description
           2. Physical Characteristics
           3. Levels that use area
           4. Connections to other areas
     3. Characters
        1. Character #1
           1. Back story
           2. Personality
           3. Look
           4. Animations
           5. Special Abilities
           6. Relevance to game story
           7. Relationship to other characters
           8. Statistics
     4. Items
        1. Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

* + - 1. Collectables

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

* + - 1. Consumables

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

Section IV - Levels, missions

* 1. Level #1
     1. Synopsis
     2. Introductory Material
     3. Objectives
     4. Physical Description
     5. Map
     6. Critical Path
     7. Encounters
     8. Level Walkthrough
     9. Closing Material
  2. Level #2
  3. etc.
  4. Training Level

Section V - Interface

* 1. Screen Flow
     1. Screen Flow Chart
     2. Screen Descriptions
        1. Main Menu Screen
        2. Options Screen
        3. Etc.
  2. Visual System
     1. HUD
        1. Basic HUD
        2. Vehicle HUD
        3. Etc…
     2. Menus
     3. Rendering System
     4. Camera
     5. Lighting Models
  3. Control System
     1. Button Inputs
     2. Analog Controller
     3. Keyboard and Mouse Controls
     4. ETC…
  4. Audio
     1. Music
     2. Sound Effects
  5. Help System

Section VI - Enemies and allies

* 1. Opponent AI
  2. Enemy AI – Villains and Monsters
  3. Non-combat Characters
  4. Friendly Characters
  5. Support AI
     1. Player and Collision Detection
     2. Pathfinding

Section VII - Game Art

* 1. Concept Art
  2. Style Guides
  3. Characters
  4. Environments
  5. Equipment
  6. Cut scenes
  7. Miscellaneous

Appendices

* 1. Asset List
     1. Art
        1. Model and Texture List
        2. Animation List
        3. Effects List
        4. Interface Art List
        5. Cut scene List
     2. Sound
        1. Environmental Sounds
        2. Weapon Sounds
        3. Interface Sounds
     3. Music
        1. Ambient
        2. “Action”
        3. Victory
        4. Defeat
     4. Voice
        1. Actor #1 lines
        2. Actor #2 lines
        3. Etc.