Game Design Document

It is not an exact science, but a GDD often includes:

- Executive summary (game concept, genre, target audience, project scope, etc.)
- Gameplay (objectives, game progressions, in-game GUI, etc.)
- Mechanics (rules, combat, physics, etc.)
- Game elements (worldbuilding, story, characters, locations, level design, etc.)
- Assets (music, sound effects, 2D/3D models, etc.)

Keep the document **lightweight** (i.e. < 2 pages)

Use **visual aids** (graphs, illustrations, concept art, etc.)

Should **evolve** together with the project - you can't know everything up front. **Iterate!**

Game Design Document, example content

High Level Concept/Design

Working title
Your game's title should communicate the gameplay and the style of the game

Concept statement
The game in a tweet: one or two sentences at most that say what the game is and why it's fun.

Genre(s)
Single genre is clearer but often less interesting. Genre combinations can be risky. Beware of 'tired' genres.

Target audience
Motivations and relevant interests; potentially age, gender, etc.; and the desired ESRB rating for the game.

Unique Selling Points
Critically important. What makes your game stand out? How is it different from all other games?

Product Design

Player Experience and Game POV
Who is the player? What is the setting? What is the fantasy the game grants the player? What emotions do you want the player to feel? What keeps the player engaged for the duration of their play?

Visual and Audio Style
What is the "look and feel" of the game? How does this support the desired player's experience? What concept art or reference art can you show to give the feel of the game?

Game World Fiction
Briefly describe the game world and any narrative in player-relevant terms (as presented to the player).

Monetization
How will the game make money? Premium purchase? F2P? How do you justify this within the design?

Platform(s), Technology, and Scope (brief)
PC or mobile? Table or phone? 2D or 3D? Unity or Javascript? How long to make, and how big a team? How long to first-playable? How long to complete the game? Major risks?

Detailed & Game Systems Design

Core Loops
How do game objects and the player's actions form loops? Why is this engaging? How does this support player goals? What emergent results do you expect/hope to see? If F2P, where are the monetization points?

Objectives and Progression
How does the player move through the game, literally and figuratively, from tutorial to end? What are their short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy?

Game Systems
What systems are needed to make this game? Which ones are internal (simulation, etc.) and which does the player interact with?

Interactivity
How are different kinds of interactivity used? (Action/Feedback, ST Cog, LT Cog, Emotional, Social, Cultural) What is the player doing moment-by-moment? How does the player move through the world? How does physics/combat/etc. work? A clear, professional-looking sketch of the primary game UX is helpful.

How will your game play?

The Door Problem

Update Project Blog

In 2 weeks:

- Include your Game Design document in your project blog as a .md file.
- Identify and include 3 project milestones for later implementation

You are encouraged to update the Game Design Document as your project progresses, but you must have a version 1.0 (first draft) of the document at this point.

Start brainstorming already now.

Requirements document has been updated with specs of VIA Arcade Machine