

Digital Game Design: Document Template

CONCEPT TREATMENT: 3 pages + visual references

Purpose: to “sell” the concept as interesting and describe it in a general way

THE BASICS: ½ to 1 page

WHAT IS IT AND WHY IS IT INTERESTING?

- What is it (quick summary)
- Why it is distinctive or innovative
- platform
- audience (Who is it and why will they like it?)
- revenue model
- taste of the overall experience

DESIGN OVERVIEW: 1 page

WHAT IS THE PLAYER EXPERIENCE & CREATIVE VISION FOR THE GAME?

- What is the core mechanic of the game? Are there any similar games?
- What is the overall story or narrative content of the game?
- What are the audio and visual aesthetics of the game?
- How is the overall arc of the game experience constructed?
- Are there different modes or levels? Explain.

DESIGN DETAILS: 1-2 pages

HOW DOES YOUR VISION GET REALIZED IN THE DETAILS OF THE GAME?

- What is the moment-to-moment gameplay, including controls?
- What are the economies, resources, etc. of the game?
- What is the game interface? **Include a schematic diagram of major screen(s).**
- List out levels, features, items, enemies, characters, etc.
- Can you describe one level or one moment in detail?

VISUAL REFERENCES: 1-2 pages

WHAT DOES IT LOOK AND FEEL LIKE?

- Visual references can include references to:
 - characters
 - world and setting
 - interface and layout
 - overall mood and art direction
- Remember to look beyond just games for your inspiration
- Small amount of text is OK but be clear and explain WHY references are there

DIGITAL PROTOTYPE SPEC: 2 pages + diagrams + variable list + asset lists

Purpose: a plan for creation of the initial skeletal prototype

WHAT IS THE MINIMUM VIABLE VERSION OF THE GAME?

Assume knowledge about the main game idea from the concept document

- Describe the main features that the prototype will test – be strategic!
- Clearly describe the entire logic of the prototype including controls
- **Include at least one schematic wireframe or flowchart**
- List the variables you would want exposed and tweakable in the prototype
- List all of the visual and audio assets required for the prototype
- Assuming that this prototype goes well, list the next few stages of features to add