Title Page

Game Name

– Perhaps also add a subtitle or high concept sentence.

Author

date

Copyright Information

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The Game Design Document (GDD) it the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the document (or support documents). If it’s not in the document, then it probably won’t be in the game.

Below you will find an outline for a generic Game Design Document. The problem is that no generic GDD will be able to address all the various genres for which a game may be created. For example, consider the games PacMan, SimCity and Doom. All three games required detailed design documents, but if you think about it, those documents would be entirely different! As such, when using the outline below you will find sections that will be totally meaningless to your game. But also, there will be sections that your GDD requires to describe the game. Just because it’s not in my outline, it doesn’t mean that it doesn’t belong.

The GDD is a reference document. Members of the development team will constantly be using the document to find specific information for their specific needs. Consider the size such a document may grow to in order to document every piece of the game. We don’t want the GDD to cause information overload and then become a prop under somebody’s wobbly desk. As such it is important that you organize and format the document to make it easy to use. Also note that some of these sections might not appear in the GDD itself but instead would appear in supplemental documents such as an Art Bible or Test Plan. This helps make the overall document more manageable and readable.

One last comment, a game design document is meant to be a living document. Just as when the artist changes the design of his painting every time he takes his brush to the canvas, a computer or video game evolves as code and art are created. The GDD then is the communication tool from which all the members of the team can follow that evolution.

**Document Revision history:**

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| Version | Date | Author(s) | Changes |
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# Section I - Game Overview

## Game Concept

Virtual Pet very similar to a Tamagochi

## Design History

## Feature Set

* Raise a baby pet to adult hood and watch it grow
* Care for your pet in different ways to watch him follow different evolution paths
* Play minigames with your pet to earn money for food and toys for your pet

## Genre

Pet Simulator

## Target Audience

Casual gamers

## Game Flow Summary

The pet’s room is displayed by default. Selecting one of the pet activity options from the pet’s room allows for the player to move to other various screens.

## Look and Feel

The game will be a similar style to a Tamagochi.

## Project Scope

A summary of the scope of the game.

### Number of locations

* Pet’s room
* Shop
* Game area

### Number of levels

N/A

### Number of NPC’s

N/A

### Number of weapons

N/A

### Etc.

* 18 pets
  + 9 Adult forms
  + 6 Child forms
  + 3 Baby Forms

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

You start out with an egg which hatches over time. You then are given 24 Hours to care for your pet. Caring for your pet include feeding, cleaning up after, and playing with them. Treating them differently gives allow for different transformations.

### Mission/challenge Structure

N/A

### Puzzle Structure

N/A

### Objectives – What are the objectives of the game?

Raise your pet to adulthood

### Play Flow – How does the game flow for the game player

The game flow is set on a solid 24 hour timer. The player decides how the pet progresses

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

N/A

### Movement

#### General Movement

#### Other Movement

Player moves between the areas using the HUD at the top of the screen. Selecting an icon will move the player to a new screen.

### Objects

#### Picking Up Objects

Player can receive items by buying them from the shop with player score.

#### Moving Objects

N/A

### Actions

#### Switches and Buttons

N/A

#### Picking Up, Carrying and Dropping

N/A

#### Talking

N/A

#### Reading

N/A

#### MiniGames

At different age groups, the pet can play a specific mini game. Each mini game will grant the pet happiness and points to spend in the shop.

### Combat

N/A

### Economy

The game’s economy is based on the minigames. Playing minigames gives score, and score can be used in the shop to buy items.

## Screen Flow

### Screen Flow Chart

### Screen Descriptions

What is the purpose of each screen?

#### Main Menu Screen

#### Options Screen

#### Etc.

## Game Options

What are the options and how do they affect game play and mechanics?

## Replaying and Saving

## Cheats and Easter Eggs

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

### Plot Elements

### Game Progression

### License Considerations

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

### Area #1

#### General Description

#### Physical Characteristics

#### Levels that use area

#### Connections to other areas

### Area #2

etc.

## Characters

### Character #1

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level #1

### Synopsis

### Introductory Material (Cut scene? Mission briefing?)

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

## Level #2

etc.

## Training Level

# Section V - Interface

## Visual System

### HUD - What controls

### Menus

### Rendering System

### Camera

### Lighting Models

## Control System

How does the game player control the game? What are the specific commands?

## Audio

## Music

## Sound Effects

## Help System

# Section VI - Artificial Intelligence

## Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI

Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

## Supported game controllers and peripherals

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous