Title Page

Game Name – Perhaps also add a subtitle or high concept sentence

# Catalog

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# Edit Log

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| 时间 | 修改人 | 修改内容 | 备注 |
| 2023/2/27 | Will McCandless | 1. Create Document 2. Create Template |  |
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# Game OverView

## Game Concept

## Genre

## Novelty

## Target Audience

## Look and Feel

What is the basic look and feel of the game? What is the visual style?

# Gameplay and Mechanics

## Gameplay

## Game Progression

## Mission/challenge Structure

## Puzzle Structure

## Objectives

What are the objectives of the game?

## Game Flow

How does the game flow for the game player?

## 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

How does the physical universe work?

## Movement in the game

## Objects

How to pick them up and move them?

## Actions

Includes whatever switches and buttons are used, interacting with objects, and what means of communication are used.

## Combat

If there is combat or even conflict, how is this specifically modeled?

## Economy

What is the economy of the game? How does it work?

## Screen Flow

A graphical description of how each screen is related to every other and a description of the purpose of each screen.

## Game Options

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

## Replaying and Saving

## Cheats and Easter Eggs

# Story, Setting and Character

## Story and Narrative

Includes back story, plot elements, game progression, and cutscenes. Cutscenes descriptions include the actors, the setting, and the storyboard or script.

## Game World

## General look and feel of world

## Areas

Includes the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas).

## Characters

Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters.

# Levels

## Levels

Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

## Training Level

# Interface

## Visual System

If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

## Control System

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

## Audio, Music, Sound effects

## Help System

# Artificial Intelligence

## Opponent and Enemy AI

The active opponent that plays against the game player and therefore requires strategic decision making.

## Non – combat and Friendly Character

## Support AI - Player and Collision Detection, Pathfinding

Player and Collision Detection, Pathfinding etc.

# Technical

## Target Hardware

## Development hardware and software

Game Engine for example.

## Network requirements

# Game Art

Key assets, how they are being developed. Intended style.