GAME DESIGN DOCUMENT (GDD) TEMPLATE

Game Name:

Genre:2d platformer

Game Elements:
the player will go threw exciting levels that do everything to mess with the player

Player:
1 player

TECHNICAL SPECS

Technical Form:
2d plat former

View:
side

Platform:
Pc

Language:
C#

Device:

PC

GAME PLAY

a fast paced 2dplatformer with objects and enemy's in the way, you use different game in game mechanics to get through levels and cut scenes.

Game Play Outline

This outline will vary depending on the type of game.

- a opening screen where the player will have to choose start or stop and then the level.
- jump, left, right, shoot
- alien player model running and fighting other aliens.
- mode will change between shooter and regular plat former depending on the level
- run and fight scenes
- Game levels
- w to jump, a-d left to right, space bar shoot
- get threw the level
- die in a level
- complete all levels to end game
- it'll have complicated scenes to make the player become engrossed in learning the reason of the universe by looking into the lore. it will also be fast paced enough for those that don't like to learn stories behind games.

Key Features

the game has multiple things going on at once to make the player feel engaged in the story line

DESIGN DOCUMENT

This document describes how GameObjects behave, how they're controlled and their properties. This is often referred to as the "mechanics" of the game. This documentation is primarily concerned with
the game itself. This part of the document is meant to be modular, meaning you could have
several different Game Design Documents attached to the Concept Document.

Design Guidelines

This is an important statement about any creative restrictions that need to be considered and includes brief statements about the general (i.e., overall) goal of the design.

Game Design Definitions

This section established the definition of the game play. Definitions should include how a player wins, loses, transitions between levels, and the main focus of the gameplay.

Game Flowchart

The game flowchart provides a visual of how the different game elements and their properties interact. Game flowcharts should represent Objects, Properties, and Actions present in the game. Each of these items should have a number reference to where they exist within the game mechanics document.

- Menu
- Synopsis
- Game Play
- Player Control
- Game Over (Winning and Losing

Player Definition

- Use this section for quick descriptions that define the player
- Use the Player Properties section (below) to define the properties for each player. Player Properties can be affected by the player's action or interaction with other game elements. Define the properties and how they affect the player's current game.
- Use the Player Rewards section to make a list of all objects that affect the player in a positive way. Define these objects by describing what affect they cause and how the player can use the object.

Player Definitions

A suggested list may include:

- Health
- Weapons
- Actions

Player Properties

Each property should mention a feedback as a result of the property changing.

Player Rewards (power-ups and pick-ups)

Make a list of all objects that affect the player in a positive way (e.g., health replenished)

User Interface (UI)

This is where you'll include a description of the user's control of the game. Think about which buttons on a device would be best suited for the game. Consider what the worst layout is, then ask yourself if your UI is it still playable. A visual representation can be added where you relate the physical controls to the actions in the game. When designing the UI, it may be valuable to research quality control and user interface (UI) design information.