**GDD**

**(Game Design Document)**

1. **Title Page**

**1.1 Game Name:**

**1.2 Subtitle or High Concept:**

1. **Game Overview**
   1. **Game Concept:**
   2. **Genre:**

**TDS (Top Down shooter)**

* 1. **Target Audience:**
  2. **Pedagogical objective(O que o jogo quer ensinar?):**
  3. **Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.**
  4. **Look and Feel – What the basic look and feel of the game? Wha tis the visual style?**

1. **Gameplay and Mechanics:**
   1. **Gameplay**
   2. **Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game work under. Think of it as a simulation of a world, how do all the pieces Interact? This actualy can be a very large section.**
   3. **Game Options – What are Options and how do they afflect game play and mechanics?**
2. **Story, Setting and Characters**
   1. **Story and Narrative:**
   2. **Game World:**
   3. **Characters:**
3. **Levels**
   1. **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.**
   2. **Training Level:**
   3. **Assessment. How are the knowledge/competencies developed in the game tested?**
4. **Interface**
   1. **Visual System. If you have a HUD, what is on it? What menus are you displaying? Wha tis the câmera model?**
   2. **Control System – How does the game player control the game? What are the specific commands?**
   3. **Audio, music, sound effects:**
   4. **Help Syste(If this exist)**