V1.0

Comprehensive Game Design Document covering the Quantum Dynamics Video Game

Quantum Dynamics

Dynamix Studio – Game Design Document

# Version History

* 26/07/2019
  + Created Game Design Document Structure

Table of Contents

[Version History 1](#_Toc15043382)

[Overview 2](#_Toc15043383)

[Story 2](#_Toc15043384)

[Gameplay 2](#_Toc15043385)

[Art Direction 2](#_Toc15043386)

[Product Details 2](#_Toc15043387)

[Key Elements 2](#_Toc15043388)

[Gameplay Breakdown 2](#_Toc15043389)

[Systems 2](#_Toc15043390)

[Mechanics 2](#_Toc15043391)

[Rules and Metrics 2](#_Toc15043392)

[Artistic Breakdown 2](#_Toc15043393)

[Character 2](#_Toc15043394)

[Environment 2](#_Toc15043395)

[User Interface 2](#_Toc15043396)

[AUdio Breakdown 2](#_Toc15043397)

[Music 2](#_Toc15043398)

[Sounds 2](#_Toc15043399)

[Resources 2](#_Toc15043400)

[Mood Board 2](#_Toc15043401)

[Art Bible 2](#_Toc15043402)

[Technical Design Document 2](#_Toc15043403)

[Naming Conventions 2](#_Toc15043404)

# Overview

## Story

## Gameplay

## Art Direction

# Product Details

## Key Elements

# Gameplay Breakdown

## Systems

## Mechanics

## Rules and Metrics

# Artistic Breakdown

## Character

## Environment

## User Interface

# AUdio Breakdown

## Music

## Sounds

# Resources

## Mood Board

## Art Bible

## Production Schedule

## Technical Design Document

## Naming Conventions