SpaceMyst GDD

The Basics

1. Elevator Pitch
2. Gameplay Summary
3. Player Mindset
4. Target Market
5. Target Platform

Story and Setting

1. The World
2. Story Progression
3. Ending(s)
4. Dialogue
5. Playable Cutscenes

Characters

1. The Villains
2. NPCs

Level Design

1. Themes
2. World Map
3. Level Map

Controls

1. Keyboard Map
2. Controller Map
3. Action List

Combat Basics

Enemies

Bosses

Items and Objects

HUD and Menu

Artwork and Animation

Sound Design