Game Name

Game Subtitle

Company Name

Authored by: Firstname Lastname, Firstname Lastname, Firstname Lastname

Date: January 1st, 1960

Version: 1.0.0

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1 Pitch

TODO: This section includes the short pitch for the game. It's intended to quickly communicate the main ideas without getting deep into details.

[this is a note, intended for additional elaboration or discussion that's relevant to include within the GDD, but not necessarily required to implement the design of the game.]

2 Design Pillars

1. TODO: A core design principle of the game.
2. TODO: Another core design principle.
3. TODO: Yet another core design principle.
4. TODO: Add as many of these as you need, certainly don't limit yourself to the number here.

3 Direction

TODO: This section is dedicated to the overall direction of the game.

3.1 Goals

TODO: What does this game want to achieve?

3.2 Target Audience

TODO: Who is this game made for?

3.3 Selling Points

TODO: What sets this game apart and why would people want it?

3.4 Inspirations

TODO: What does this take inspiration from?

3.5 Scope

TODO: How big / difficult to develop is this game?

4 Concept

TODO: This is where we can start getting into some (high-level) details of the game. This won't cover the exact balance of the game or anything specific like that, but we go past our pitch and start fleshing out the setting, core gameplay mechanics, art direction, etc.

4.1 Sequel Summary

Keep the Same	To Improve	What's New
• TODO: Old thing	• TODO: Better thing.	• TODO: New thing.

[This is based on Sid Meier's Rule of Thirds, in other words sequels being "a third the same, a third improved, and a third new." Feel free to omit this entire section if it doesn't apply.]

4.2 Gameplay

TODO: What kinds of mechanics are there in the game, at a high level? How is the overall game supposed to play?

4.3 Theme

TODO: What are the central themes of the game?

4.4 Art

TODO: What sort of art direction does the game take?

5 Gameplay

5.1 Controls

TODO: What is the intended input device and controls?

6 Art

6.1 UI

TODO: What does the game's menus and HUD look like?

7 Story

7.1 Setting

TODO: What's the broad setting of the game?

7.2 Characters

TODO: What are some key characters?

7.3 Narrative

TODO: What is the actual storyline of the game?

8 Accessibility

8.1 Motor

TODO: What sort of accessibility features or concerns are there for people with motor disabilities?

8.2 Sensory

TODO: What sort of accessibility features or concerns are there for people with sensory disabilities?

8.3 Cognitive

TODO: What sort of accessibility features or concerns are there for people with cognitive disabilities?

9 Tech

9.1 Engine

TODO: If known, what engine would be used for this game?

9.2 Target Platforms

TODO: If known, what consoles or devices is this game supposed to be played on?

10 Business

10.1 Monetization Strategy

TODO: How (if intended) is the game supposed to make money?

10.2 Timeline

TODO: What is the rough expected timeline of this game?

I   Inline Graphics Demo

This template supports a variety of inline graphics, which can be used for a variety of purposes like controller inputs (ie. (A)+(joystick) to attack up) or for specific dice rolls (ie. (dice)(dice)). They can be used by just writing `\controllerA` (replace with whichever inline graphic you want to use) directly within text, no need to fiddle with environments or filepaths or anything like that.

A complete list of all possible inline graphics are included:

I.i   Controls

- (A) `\controllerA`
- (B) `\controllerB`
- (X) `\controllerX`
- (Y) `\controllerY`
- (O) `\controllerO`
- (□) `\controllerSquare`
- (△) `\controllerTriangle`
- (L) `\controllerL`
- (L2) `\controllerLalt`
- (R) `\controllerR`
- (R2) `\controllerRalt`
- (Z) `\controllerZ`
- (+) `\controllerPlus`
- (−) `\controllerMinus`
- (dpad) `\controllerDpad`
- (dpad) `\controllerDpadUp`
- (dpad) `\controllerDpadLeft`
- (dpad) `\controllerDpadDown`
- (dpad) `\controllerDpadRight`
- (joystick) `\controllerJoystick`
- (joystick) `\controllerJoystickUp`
- (joystick) `\controllerJoystickLeft`

- (joystick) `\controllerJoystickDown`
- (joystick) `\controllerJoystickRight`
- (joystick) `\controllerJoystickPress`
- (joystick) `\controllerRJoystick`
- (joystick) `\controllerRJoystickUp`
- (joystick) `\controllerRJoystickLeft`
- (joystick) `\controllerRJoystickDown`
- (joystick) `\controllerRJoystickRight`
- (joystick) `\controllerRJoystickPress`
- (joystick) `\controllerLJoystick`
- (joystick) `\controllerLJoystickUp`
- (joystick) `\controllerLJoystickLeft`
- (joystick) `\controllerLJoystickDown`
- (joystick) `\controllerLJoystickRight`
- (joystick) `\controllerLJoystickPress`
- (mouse) `\controllerMouse`
- (mouse) `\controllerMouseLMB`
- (mouse) `\controllerMouseRMB`
- (mouse) `\controllerMouseScroll`
- (mouse) `\controllerMouseScrollUp`
- (mouse) `\controllerMouseScrollDown`

I.ii   Dice

- (dice) `\diceOne`
- (dice) `\diceTwo`
- (dice) `\diceThree`

- (dice) `\diceFour`
- (dice) `\diceFive`
- (dice) `\diceSix`

II Changelog

2025-07-17 *added plus/minus button controller glyphs.*

2025-07-17 *added playstation-style button glyphs.*

2025-07-16 *make inline graphics demo take less space.*

2025-07-16 *added left and right joystick glyphs.*

2025-07-16 *simplified glyph demo items.*

2025-07-16 *added Z controller glyph.*

2025-07-15 *fix up changelog section heading.*

2025-07-15 *only check for tex files for gitlog.*

2025-07-15 *switched to gitlog-based changelog.*

2024-03-30 *added accessibility section.*

2024-03-30 *added art section.*

2024-03-30 *added story section.*

2024-03-30 *added tech section.*

2024-03-30 *added business section.*

2024-03-30 *added gameplay section.*

2024-03-29 *turned section descriptions into todos.*

2024-03-29 *added stub concept section.*

2024-03-29 *added stub direction section.*

2024-03-29 *added stub design pillars section.*

2024-03-29 *added stub pitch section.*

2024-03-29 *describe demo.*

2024-03-29 *moved graphics demo into own file.*

2024-03-29 *stop showing links with red boxes.*

2024-03-29 *reworked table of contents.*

2024-03-29 *reworked title/changelog placement.*

2024-03-29 *added inline dice images.*

2024-03-29 *added joystick press.*

2024-03-29 *cleared contents.*

2020-12-11 *commented main.tex files.*

2020-12-08 *improved visibility of scrollwheel.*

2020-12-08 *added mouse commands.*

2020-12-08 *added table of contents.*

2020-12-08 *added shoulder button commands.*

2020-12-07 *added styling to changelog.*

2020-12-07 *added basic changelog.*

2020-12-07 *improved titlepage.*

2020-12-07 *added stub titlepage.*

2020-12-05 *added joystick to example list.*

2020-12-05 *added joystick commands.*

2020-12-05 *added dpad commands.*

2020-12-05 *added controller buttons to own file.*

2020-12-04 *added controller button codes list.*

2020-12-04 *test new buttons.*

2020-12-03 *added more descriptions.*

2020-12-03 *added business section.*

2020-12-03 *added technical design section.*

2020-12-03 *added controller button test.*

2020-12-02 *added descriptions to concept.*

2020-12-02 *added sections.*

2020-12-02 *moved styling stuff into separate dir.*

2020-12-02 *added gdd base.*