

Game Name

Game Subtitle

Company Name

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1 Concept

1.1 Genre

What high-level genre this game belongs to, or what genres it most closely aligns to if it can't be easily classified as one.

1.2 Philosophy

What the guiding philosophy of the game's design is.

1.3 Goals

What the core goals of the game sets out to accomplish.

1.4 Target Audience

Who is the main audience(s) the game is intended to be for, and what is done to appeal to them.

1.5 Selling Points

What the selling points of the game is.

1.6 Inspirations

What sources of inspiration there are, or what works can be used for reference.

1.7 Scope

How large the project is, and what significant sources of work are there.

2 Abstract Design

2.1 Mood

What the general mood is that the game tries to convey.

2.2 Art Direction

What the total art direction of the game is.

2.3 Inclusivity

2.3.1 Racial

What is done to be inclusive of various racial identities, primarily (but not limited to) skin color.

2.3.2 Cultural

What is done to accommodate various different cultures.

2.3.3 Gender

What is done to be inclusive of people of every gender (or lack thereof). Groups to think about include (but are not limited to) men and women, cisgender and transgender people, nonbinary people, and gender non-conforming people.

2.3.4 Physical Disabilities

What is done to accommodate for people with physical disabilities.

2.3.5 Sensory Conditions

What is done to accommodate for people with sensory conditions. This includes color-blindness, lack of vision, hard of hearing or lack of hearing.

3 Mechanical Design

3.1 Gameplay Overview

What the (potentially multiple forms of) gameplay of the game looks like, in general.

3.2 Game Mechanics















What the finer game mechanics and game rules are.











3.3 Controls

What the controls for the game are, and what different options for input there is.

You can create keyboard input visuals with `ctrl` + `↑` + `p` or controller buttons like .

Codes for various controller buttons can be found as:

-  `\controllerA`
-  `\controllerB`
-  `\controllerX`
-  `\controllerY`
-  `\controllerDpad`
-  `\controllerDpadUp`
-  `\controllerDpadLeft`
-  `\controllerDpadDown`
-  `\controllerDpadRight`
-  `\controllerJoystick`
-  `\controllerJoystickUp`
-  `\controllerJoystickLeft`
-  `\controllerJoystickDown`
-  `\controllerJoystickRight`

-  \controllerL
-  \controllerLalt
-  \controllerR
-  \controllerRalt
-  \controllerMouse
-  \controllerMouseLMB
-  \controllerMouseRMB
-  \controllerMouseScroll
-  \controllerMouseScrollUp
-  \controllerMouseScrollDown

4 UI Design

4.1 Theme

What is the overall theme of the UI and what is the direction it takes.

4.2 Menus

What do various menus, such as the main menu or a pause menu look like.

4.3 HUD

What does the ingame HUD look like.

5 World Design

5.1 Environment

What the world itself looks like, from a broad view.

5.2 Objects

What individual objects, or classes of objects, populate the world.

5.3 Lore

What existing background to the world exists, that may or may not be explored within the game itself.

5.4 Characters

What characters exist in the game.

5.5 Story

What story does the game follow.

6 Technical Design

6.1 Engine

What existing or custom engine is the game to use, and what features are required of it.

6.2 Target Platforms

Which platforms or consoles is the game intended to play on.

7 Business

7.1 Monetization

How the game is intended to make money.

7.2 Schedule

What sort of timeline development is expected to take.