Game Development Report Guide

1. Explanatory pre-design: Written descriptions of what the Game Project is supposed to be.
2. Thesis: What the overall idea and /or concept of the game may be.
3. Synopsis: Short summary of what to expect from the game play experience.
4. Point by point explanation of the game and how it is to function conceptually.
5. Screen Portfolio: What screens will be necessary to meet above objectives.
6. Splash/Title Screen: Startup screen (typically shows either Title or production company).
7. Title Menu Screen: Displays the pre-game options.
8. Help / Information Screen: Displays helpful information about how to play the game.
9. In-Game Screens: Screens that are used to play the game.
10. Main Screen: Where most of the game navigation takes place.
11. In-Game Menu Screen (Including HUD or command bar): Where most of the in-game information and/or commands are located.
12. Credits / End / Scoring Screens: Displays scores, rolling credits or notification that the game is over.
13. Feature Portfolio (Use Cases): Explanatory lists of what features will be available to the user.
14. Title Menu Selection: What the user will be able to do before in-game play.
15. Main Menu Selection: What the user will be able to do from an in-game Menu, from the HUD (Heads Up Display), or command bar.
16. In-Game Navigation: How the user will travel in-game.
17. In-Game Options: Actions the user will have in-game.
18. Class Portfolio: Contains all the necessary classes to composite for the game.
19. Class Designs (by screen).
20. Class Listing: Lists of classes by screen and/or division.
21. Class Tables: Displays each class, its attributes and relationships.
22. Class Diagrams: Shows relationships between classes.
23. Interaction Design : Describes how classes interact with one another.
24. State Behavior Diagrams: Shows state changes in an object during use.
25. Collaboration Diagrams: Expresses which classes do what actions towards one another.
26. Sequence Diagrams: Expresses the sequence in which actions happen between classes.
27. Mechanical Design: Designs for abstract systems and game mechanics. (e.g. how gravity works)
28. Battle System
29. Economic System
30. Timing System
31. Additional Systems
32. Statistical Report
33. Dependency Charts
34. Development Trees
35. Timing Charts
36. Cost Charts
37. Additional Charts
38. World Design
39. Maps
40. World Maps
41. City Maps
42. Zone Maps
43. Thematic Design
44. Back Story
45. Technology / Era
46. Storyline
47. Characters
48. Plot
49. Aesthetic Portfolio
50. Backgrounds
51. Sprites
52. Audio / Video Portfolio
53. Music
54. Sound effects
55. Dialogue
56. Video Cut scenes