<Game Name>

Game Design Document <version #>

<Studio Name>

<website>

Written by <Author’s Name>

<revision date>

<Copyright info, ex. All Work Copyright ©2020>

<Studio Logo or Game Related Image>

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## 

# Overview

## Elevator Pitch

<Short Summary - Can be spoken in less than 60 seconds. Ideally one sentence. Keep this very high concept.>

## Design Pillars

<Define the finite set of guidelines (generally 3-6 is good) that give your game a cohesive direction. Typically these describe the dynamics that are most central to your game.>

<These should be regularly referenced and revisited to ensure that planning and development is always in line with the initial vision.>

### <Pillar #1>

<description>

### <Pillar #2>

<description>

### <Pillar #3>

<description>

## Summary

### Brief Description

<2-3 Paragraphs>

### Detailed Description

<4-6 Paragraphs - sum up general gameplay. Set up storyline, environment, visual style, and overall feel. Describe the first 2 minutes after the player hits the start button.>

## Theme/Setting/Genre

<List descriptors about the game in common terms. Cyberpunk, dark, romance, etc. Include Setting information. Does your game take place in an open world?>

## Main Objective

<What is the goal of the main character?>

## Aesthetics/Dynamics/Mechanics

<What feelings and forms of engagement are you trying to deliver to the player? How will you invoke those through the gameplay? What underlying rules and systems will you use to achieve the desired gameplay?>

<ex. This is a narrative game. In it, the player should feel lost and desperate. This will be accomplished by having the player explore the terrain without a map as they are constantly being chased. The lighting will vary depending on how close the monster is to the player so the player will feel like they are blacking out when they get nervous about the monster attacking them.>

## Influences

<List other works that inspired this game and explain why in, at most, 1 paragraph. Include sketches, images, quotes, real world references (the greek gods, the civil war), etc. to help paint a picture of the overall idea.>

### <Influence #1>

* <Explanation>

### <Influence #2>

* <Explanation>

### <Influence #3>

* <Explanation>

## What Sets This Game Apart?

* <Reason #1>
* <Reason #2>
* <Reason #3>

## Target Audience

<Who is the intended player of your game?>

## Target Rating

<What do you expect the game to be considered from an ESRB-like standpoint?>

# Gameplay

## Gameplay Summary

### Brief

<Write a brief description of the gameplay here. Player’s goal, obstacles, tactics required, who/what player controls, number of players, etc.>

### Detailed

<Go into detail about the gameplay. Include the mechanics outlined in the [Aesthetics/Dynamics/Mechanics](#_3zi1342wz17k) section and how they will work well together. Pictures and written descriptions of a “gameplay minute” might help better tell the story of what the player will be doing in a standard sequence of events; this is similar to an illustrated gameplay loop.>

## Modes

<Describe the various modes of your game if there are more than one.>

## Victory Conditions

<What does the player need to do to win the game? What is the objective? Is it impacted by things like scoring, time, etc.?>

## Core Game Loop

<List the sequence that the player will repeatedly go through when playing. A figure with potentially nested loops may help illustrate this.>

### <Element #1>

### <Element #2>

### <Element #3>

## Core Gameplay Mechanics

<List the mechanics outlined in the [Aesthetics/Dynamics/Mechanics](#_3zi1342wz17k) section along with any others of note and elaborate on how they will function. Physics, algorithms, leveling up / achievement systems, health, enemies and their abilities, checkpoints, spells, rewards, multiplayer ranking, etc. If there’s combat, maybe note all the weapons and their functions.>

<A diagram showing the “hierarchy of epics” to breakdown the interrelatedness of the various mechanics may be useful.>

### <Mechanic #1>

#### Details

* + <Explain how the mechanic functions in 2 paragraphs or fewer.>

#### Implementation

* + <Describe how the mechanic works in 2 paragraphs or fewer.>

### <Mechanic #2>

#### Details

* + <Explain how the mechanic functions in 2 paragraphs or fewer.>

#### Implementation

* + <Describe how the mechanic works in 2 paragraphs or fewer.>

### <Mechanic #3>

#### Details

* + <Explain how the mechanic functions in 2 paragraphs or fewer.>

#### Implementation

* + <Describe how the mechanic works in 2 paragraphs or fewer.>

# Story

## Brief Summary

<Just hit major events.>

## Detailed Outline

<Be thorough! Use bullet points or mind mapping software if need be.>

# Characters

## Character #1

<Description>

<Include bullet points of features or concept art if possible.>

## Character #2

<Description>

<Include bullet points of features or concept art if possible.>

## Character #3

<Description>

<Include bullet points of features or concept art if possible.>

# Level Design

<If applicable, list out the various levels, biomes, worlds, etc. in your game and detail their attributes both in aesthetic and gameplay terms. Include a written description or flowchart outlining how the player will access the various levels.>

## <Level #1>

* Goal: <description>
* Mood/Theme: <description>
* <Objects/Enemies/NPCs/etc.>

## <Level #2>

* <Goal>
* <Mood/Theme>
* <Objects/Enemies/NPCs/etc.>

## <Level #3>

* <Goal>
* <Mood/Theme>
* <Objects/Enemies/NPCs/etc.>

# Conveyance Mechanisms

<List out the various ways information will be conveyed to the player. Ex. A health bar divided into six segments, each segment representing how much health is lost from one hit. Ex. How will the player know certain objects are interactable?>

<Ideally this should include figures.>

## <Mechanism #1>

## <Mechanism #1>

## <Mechanism #1>

# Cinematics

<List out any cinematics in the game. Making beat sheets may be helpful.>

## <Cinematic #1>

## <Cinematic #2>

## <Cinematic #3>

# Technical

## Screens

### Title Screen

<Description>

### In-Game

<Description>

#### Inventory

* <Description>

#### Combat

* <Description>

### Options Menu

<Description>

### Credits

<Description>

## Game Engine

<Note what game engine you will use and explain why.>

## Controls

<Note the buttons the game needs to have, their in-game functions, and their default bindings. (ex. Action Button (A) - pick up / put down objects, talk to NPCs, initiate combat, etc.)>

<Figures may be necessary to illustrate how controls work especially for mobile or VR games.>

<Also include things like whether or not the player can change key bindings. Does the game support controllers and/or keyboards?>

### <Button #1> - <Default Binding>

#### Function #1

#### Function #2

#### Function #3

### <Button #2> - <Default Binding>

#### Function #1

#### Function #2

#### Function #3

### <Button #3> - <Default Binding>

#### Function #1

#### Function #2

#### Function #3

# Development

## Classes

<List out the classes you’ll use in bullet point format beginning with base classes and ending with derived classes. (ex. Player, Npc, and Monster might all derive from the Creature class. Going further, Goblin and Bear might both derive from Monster.) For the player and enemies, include core properties such as health, speed, damage, attack rate, and jump height (if applicable) to help paint a picture about their behaviors. >

### <Base Class #1>

* + <Scripts>

#### <Derived Class #1>

* + - <Scripts>

#### <Derived Class #2>

* + - <Scripts>

#### <Derived Class #3>

* + - <Scripts>

### <Base Class #2>

* + <Scripts>

#### <Derived Class #1>

* + - <Scripts>

#### <Derived Class #2>

* + - <Scripts>

#### <Derived Class #3>

* + - <Scripts>

### <Base Class #3>

* + <Scripts>

#### <Derived Class #1>

* + - <Scripts>

#### <Derived Class #2>

* + - <Scripts>

#### <Derived Class #3>

* + - <Scripts>

# Visual Art

## Style

<Define your art style here. Is your game 2D or 3D. Consider color palettes, graphic style, mood you’re trying to convey, camera type (1st/3rd person, top down), lighting, etc. Is your game realistic, cartooney, low poly, abstract? What are the influences? If using pixel art, define things like thick black outlines or smooth curves over sharp angles. Consider visual feedback to convey information to players. (ex. Making a box sparkle to show you can open it.)>

<Use visuals to convey this: sketches and concept art of locations, characters, etc. - Great for getting a sense for what the game will look like and for presenting the idea to stakeholders.>

## UI/HUD

<Describe elements such as the user interface, heads up display, and quest selection menu if applicable. Note functionality, options, animations, etc. List out all widgets and their functionality. Ideally this should include concept art, flowcharts, and/or wireframes.>

## Assets Needed

<For each type of asset, specify: file formats, naming conventions, programs to use, size of asset, etc.>

### Characters

* <Character #1> (<animations>)
* <Character #2> (<animations>)
* <Character #3> (<animations>)

### Terrain/Environment

* <Terrain #1>
* <Terrain #2>
* <Terrain #3>

### Objects

* <Object #1> (<animations>)
* <Object #2> (<animations>)
* <Object #3> (<animations>)

### Promotional Material

* <Promo Piece #1>
* <Promo Piece #2>
* <Promo Piece #3>

# Audio

## Style

<Define the overall mood/tone your audio will help deliver to the player. Silly, grim, realistic, etc. How will you deliver this? Genre, instruments, tempo, key, mood, etc. Include example references.>

<Consider what you want to emphasize to the player through the sound effects.>

## Music

<List songs you’ll need at various parts of your game or descriptions of the type of song you’ll need if you haven’t picked a specific song for that part of your game yet. Include where a song will be played and what mood/tone it is helping to set.>

* <Song #1>
* <Song #2>
* <Song #3>

## Sound Effects

<List sound effects, how/where they will trigger, and any other details.>

* <Sound Effect #1>
* <Sound Effect #2>
* <Sound Effect #3>

## Voice Acting

<Consider which, if any, characters will have spoken dialogue. What type of voice and emotions will be needed for each character?>

# Project Scope

## Time Scale

<How long will the game take to make? Will there be beta releases or DLC? Use the [schedule](#_hd0mp51a9w0) as a guide.>

## Anticipated Gameplay Time

<How long do you expect players to take completing the game?>

## Cost

<How much will the game cost to make?>

<Include a breakdown of all costs such as paying team members, licenses, hardware, etc.>

## Target Platforms

<List platforms you plan on releasing the game for and the minimum specs required to play the game.>

## Team

#### <Team Member #1>

* <Role>
* <List things like cost to employ this team member here.>

#### <Team Member #2>

* <Role>
* <List things like cost to employ this team member here.>

#### <Team Member #3>

* <Role>
* <List things like cost to employ this team member here.>

## Monetization

<Monetization Type - Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.>

# *Schedule*

<This is essentially your ordered checklist for when to make what feature or complete a task such as technical goals, DLC plans, raising funds, release date, marketing goals, etc.>

<Break the large tasks down into small easy-to-tackle problems. Include realistic dates to keep yourself on track. Remember to first work on what you need for your minimum viable product.>

## <Task #1> - <due date>

### <sub-feature #1> - <due date if needed>

### <sub-feature #2> - <due date if needed>

### <sub-feature #3> - <due date if needed>

## <Task #2> - <due date>

### <sub-feature #1> - <due date if needed>

### <sub-feature #2> - <due date if needed>

### <sub-feature #3> - <due date if needed>

## <Task #3> - <due date>

### <sub-feature #1> - <due date if needed>

### <sub-feature #2> - <due date if needed>

### <sub-feature #3> - <due date if needed>

# Version History

A record of major changes made to this document.

## V1.0 - <Major Changes>

* <Details>

## V1.1 - <Major Changes>

* <Details>

## V1.2 - <Major Changes>

* <Details>