<Your Game Name Here>

<Your Company Logo Here>

Revision: 1.0.0

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[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# 

# **Overview**

## Theme / Setting / Genre 游戏类型

- AVG (A-AVG elements involved)

## Core Gameplay Mechanics Brief 核心玩法

- 剧情解谜：情报收集、环境调查

- 动作部分：根据剧情触发的动作小游戏

- 结局收集

- 其他与剧情有关的小游戏或系统（待定）

## Targeted platforms

- PC

- 若有可能，PC平台发布后可移植手机端

## Monetization model (Brief/Document)

- <Monetization Type> Digital distribution

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Cost?

- Time Scale: 6 months

- <Team Size>

- <Core Team>

【注：请自行修改署名！最后这个部分将放入制作人员名单！】

- KiriSeven: 程序设计

- CrasTo: 程序设计

- April:

- Yuuki Sasako: 剧本构成

- etc.

- <Marketing Team> 待议

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #2>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch 一句话概括

一个以探索小镇秘密为故事核心的、加以2D动作要素的解谜冒险游戏。

## Project Description (Brief):

本游戏是以剧情为主导的、根据剧情插入2D动作要素的解谜AVG。

故事为主角（玩家）及其同伴（NPC）来到一个陌生小镇并开始调查它的怪异现象。玩家可在游戏开始选择自己为男性或女性，来决定自己游戏中的立绘。

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

故事讲述了主角一行人在假期来到一个陌生的小镇，租住了一间三层小屋准备进行七日的“夏日合宿”。然而主角一行人渐渐发现了这个小镇的诸多怪异现象，并着手开始调查这看似祥和的小镇背后的秘密。

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.