Game Design Document Outline

Version 0.1(draft) Date

1. Title Page
   1.1. Game Name – Perhaps also add a subtitle or high concept sentence.
   1.2. Copyright Information
   1.3. Version Number, author, date
2. Table of Contents – Make sure this includes all the subsections to make finding material. If practical, hyper linking the document will help here.
3. Design History – This is a change listing quickly describing each major version and changes.
4. Section I - Game Overview
   4.1. Game Concept
   4.2. Feature Set
   4.3. Genre
   4.4. Target Audience
   4.5. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
   4.6. Look and Feel – What is the basic look and feel of the game? What is the visual style?
   4.7. Project Scope – A summary of the scope of the game.
      4.7.1. Number of locations
      4.7.2. Number of levels
      4.7.3. Number of NPC's
      4.7.4. Number of weapons
      4.7.5. Etc.
5. Section II - Gameplay and Mechanics
   5.1. Gameplay
      5.1.1. Game Progression
      5.1.2. Mission/challenge Structure
      5.1.3. Puzzle Structure
      5.1.4. Objectives – What are the objectives of the game?
      5.1.5. Play Flow – How does the game flow for the game player
   5.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
      5.2.1. Physics – How does the physical universe work?
      5.2.2. Movement
         5.2.2.1.General Movement
         5.2.2.2.Other Movement
      5.2.3. Objects
         5.2.3.1.Picking Up Objects
         5.2.3.2.Moving Objects

5.2.4. Actions
5.2.4.1.Switches and Buttons
5.2.4.2.Picking Up, Carrying and Dropping
5.2.4.3.Talking
5.2.4.4.Reading
5.2.5. Combat – If there is combat or even conflict, how is this specifically modeled?
5.2.6. Economy – What is the economy of the game? How does it work?
5.3. Screen Flow
5.3.1. Screen Flow Chart – A graphical description of how each screen is related to every other
5.3.2. Screen Descriptions – What is the purpose of each screen?
5.3.2.1.Main Menu Screen
5.3.2.2.Options Screen
5.3.2.3.Etc.
5.4. Game Options – What are the options and how do they affect game play and mechanics?
5.5. Replaying and Saving
5.6. Cheats and Easter Eggs
6. Section III – Story, Setting and Character
6.1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
6.1.1. Back story
6.1.2. Plot Elements
6.1.3. Game Progression
6.1.4. License Considerations
6.1.5. Cut Scenes
6.1.5.1.Cut scene #1
6.1.5.1.1. Actors
6.1.5.1.2. Description
6.1.5.1.3. Storyboard
6.1.5.1.4. Script
6.1.5.2.Cut scene #2
6.1.5.3.etc.
6.2. Game World
6.2.1. General look and feel of world
6.2.2. Area #1
6.2.2.1.General Description
6.2.2.2.Physical Characteristics
6.2.2.3.Levels that use area
6.2.2.4.Connections to other areas
6.2.3. Area #2
6.2.3.1.etc.
6.3. Characters
6.3.1. Character #1
6.3.1.1.Back story

6.3.1.2. Personality
6.3.1.3. Look
6.3.1.3.1. Physical characteristics
6.3.1.3.2. Animations
6.3.1.4. Special Abilities
6.3.1.5. Relevance to game story
6.3.1.6. Relationship to other characters
6.3.1.7. Statistics
6.3.2. Character #2
6.3.3. etc.

7. Section IV – Levels
   7.1. Level #1
      7.1.1. Synopsis
      7.1.2. Introductory Material (Cut scene? Mission briefing?)
      7.1.3. Objectives
      7.1.4. Physical Description
      7.1.5. Map
      7.1.6. Critical Path
      7.1.7. Encounters
      7.1.8. Level Walkthrough
      7.1.9. Closing Material
   7.2. Level #2
   7.3. etc.
   7.4. Training Level
8. Section V - Interface
   8.1. Visual System
      8.1.1. HUD - What controls
      8.1.2. Menus
      8.1.3. Rendering System
      8.1.4. Camera
      8.1.5. Lighting Models
   8.2. Control System – How does the game player control the game? What are the specific commands?
   8.3. Audio
   8.4. Music
   8.5. Sound Effects
   8.6. Help System
9. Section VI - Artificial Intelligence
   9.1. Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?
   9.2. Enemy AI – Villains and Monsters
   9.3. Non-combat Characters
   9.4. Friendly Characters
   9.5. Support AI
      9.5.1. Player and Collision Detection

9.5.2. Pathfinding
10. Section VII – Technical – This may be abbreviated with most in the Technical Bible.
    10.1. Target Hardware
    10.2. Development hardware and software
    10.3. Development procedures and standards
    10.4. Game Engine
    10.5. Network
    10.6. Scripting Language
    10.7. etc.
11. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.
    11.1. Concept Art
    11.2. Style Guides
    11.3. Characters
    11.4. Environments
    11.5. Equipment
    11.6. Cut scenes
    11.7. Miscellaneous
12. Section IX - Secondary Software
    12.1. Editor
    12.2. Installer
    12.3. Update software
13. Section X - Management
    13.1. Detailed Schedule
    13.2. Budget
    13.3. Risk Analysis
    13.4. Localization Plan
    13.5. Test Plan
14. Appendices
    14.1. Asset List
        14.1.1. Art
            14.1.1.1. Model and Texture List
            14.1.1.2. Animation List
            14.1.1.3. Effects List
            14.1.1.4. Interface Art List
            14.1.1.5. Cut scene List
        14.1.2. Sound
            14.1.2.1. Environmental Sounds
            14.1.2.2. Weapon Sounds
            14.1.2.3. Interface Sounds
        14.1.3. Music
            14.1.3.1. Ambient
            14.1.3.2. “Action”
            14.1.3.3. Victory
            14.1.3.4. Defeat
        14.1.4. Voice

14.1.4.1. Actor #1 lines
14.1.4.2. Actor #2 lines
14.1.4.3. Etc.