

GAME NAME

Game Design Document (template)

Copyright Information

Version history

Time	Author	Changes

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Game Overview

Game Concept

Feature Set

Genre

Target Audience

Game Flow

How does the player move through the game. Both through framing interface and the game itself.

Look and Feel

What is the basic look and feel of the game? What is the visual style?

Project Scope

A summary of the scope of the game.

Number of locations

Number of levels

Number of NPC's

Number of weapons

Gameplay and Mechanics

Gameplay

Game Progression

Mission/challenge Structure

Puzzle Structure

Objectives – What are the objectives of the game?

Play Flow – How does the game flow for the game player

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.

Physics – How does the physical universe work?

Movement

General Movement

Other Movement

Objects

Picking Up Objects

Moving Objects

Actions

Switches and Buttons

Picking Up, Carrying and Dropping

Talking

Reading

Combat – If there is combat or even conflict, how is this specifically modeled?

Economy – What is the economy of the game? How does it work?

Screen Flow

Screen Flow Chart – A graphical description of how each screen is related to every other

Screen Descriptions – What is the purpose of each screen?

Main Menu Screen

Options Screen

Game Options – What are the options and how do they affect game play and mechanics?

Replaying and Saving

Cheats and Easter Eggs

Story, Setting and Character

Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

Back story

Plot Elements

Game Progression

License Considerations

Cut Scenes

Cut scene #1

Actors

Description

Storyboard

Script

Game World

General look and feel of world

Area #1

General Description

Physical Characteristics

Levels that use area

Connections to other areas

Characters

Character #1

Back story

Personality

Look

Physical characteristics

Animations

Special Abilities

Relevance to game story

Relationship to other characters

Statistics

Levels

Level #1

Synopsis

Introductory Material (Cut scene? Mission briefing?)

Objectives

Physical Description

Map

Critical Path

Encounters

Level Walkthrough

Closing Material

Interface

Visual System

HUD - What controls

Menus

Rendering System

Camera

Lighting Models

***Control System – How does the game player control the game?
What are the specific commands?***

Audio

Music

Sound Effects

Help System

Artificial Intelligence

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?)

Enemy AI – Villains and Monsters

Non-combat Characters

Friendly Characters

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Technical – This may be abbreviated with most in the Technical Bible.

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etc.

Game Art - This may be abbreviated with most of the content in an Art Bible.

Concept Art

Style Guides

Characters

Environments

Equipment

Cut scenes

Miscellaneous

Secondary Software

Editor

Installer

Update software

Management

Detailed Schedule

Budget

Risk Analysis

Localization Plan

Test Plan

Appendices

Asset List

Art

Model and Texture List

Animation List

Effects List

Interface Art List

Cut scene List

Sound

Environmental Sounds

Weapon Sounds

Interface Sounds

Music

Ambient

“Action”

Victory

Defeat

Voice

Actor #1 lines