# 1. Title Page

## 1.1. Game Name

## 

## 1.2. Tag line

## 1.3. Team

## 1.4. Date of last update

# 2. Game Overview

## 2.1. Game Concept

## 2.2. Target Audience

## 2.3. Genre(s)

## 2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

## 2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

# 3. Gameplay

## 3.1. Objectives – What are the objectives of the game?

## 3.2. Game Progression

## 3.3. Play Flow – How does the game flow for the game player

## 3.4. Mission/challenge Structure

## 3.5. Puzzle Structure

# 4. Mechanics (Key Section)

## 4.1. Rules – What are the rules to the game, both implicit and explicit.

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## 4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?

## 4.3. Physics – How does the physical universe work?

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

## 4.5. Character movement in the game

## 4.6. Objects – how to pick them up and move them

## 4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

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

## 4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each screen

## 4.10. Game Options - What are the options and how do they affect game play?

## 4.11. Replaying and saving

## 4.12. Cheats and Easter Eggs

# 5. Story and Narrative

## 5.1. Back story

## 5.2. Plot elements

## 5.3. Game story progression

## 5.4. Cut scenes -- descriptions include the actors, the setting, and the storyboard or script.

# 6. Game World

## 6.1. General look and feel of world

## 6.2. Areas

### 6.2.1.General description and physical characteristics

### 6.2.2.How relate to the rest of the world

#### 6.2.2.1. What levels use it

#### 6.2.2.2. Connections to other areas

# 7. Characters.

## 7.1. For each character

### 7.1.1.Back story

### 7.1.2.Personality

### 7.1.3.Appearance

### 7.1.4.Abilities

### 7.1.5.Relevance to the story

### 7.1.6.Relationship to other characters

## 7.2. Artificial Intelligence Use in Opponent and Enemy

## 7.3. Non-combat and Friendly Characters

# 8. Levels

## 8.1. Training Level

## 8.2. For each level

### 8.2.1.Synopsis

### 8.2.2.Required introductory material and how it is provided

### 8.2.3.Objectives

### 8.2.4.Details of what happens in the level

#### 8.2.4.1. Map

#### 8.2.4.2. Critical path that the player needs to take

#### 8.2.4.3. Important and incidental encounters

# 9. Interface

## 9.1. Visual System

9.1.1.HUD

### 9.1.2.Menus

### 9.1.3.Camera model

## 9.2. Control System – How does the game player control the game? What are the specific commands?

## 9.3. Audio, music, sound effects

## 9.4. Game Art – intended style

9.5. Help System