**GAME DESIGN DOCUMENT**

**<the name of your game>**

**<your name and LUT student number>**

**Game Design Document**

* **Define your own game idea with minimum of 1-3 sentences per point.**
* **Consider the developed game from the viewpoint that you are actually making something which will be published at the end.**
* **Focus on the aspects 1-4, others you can define in more general terms since this is only the intro course into game development.**
* **The main aspects you are defining here are the following:**
  + **What would you like your game to look? Search or draw some concept art for your game, levels and characters.**
  + **What is the player doing in the game, what are the abilities of the characters?**
  + **What technological demands or requirements do you have? What technical aspects have to be solved for your idea to work?**
  + **What will your interface look like? What control scheme are you using and how does it work?**

***1. Executive Summary, Quick overview***

***2. Target Audience***

***3. Main Characters***

***4. Main Features***

*4.1 Main mechanics*

*4.2 Movement*

*4.3 Physics*

*4.4 Multiplayer mode*

***5. Genre, Setting, Concept Art book\****

***6. Enemies, NPCs, Other objects***

***7. Story board, script\****

*7.1 Story overview*

*7.2 Progression, World 1*

*…*

*7.9 Progression, World 8*

***8. Technical definitions, Tech guide\****

*8.1 Platforms, versions*

*8.2 Control Scheme*

*8.3 Limitations*

***9. Business definitions\****

*9.1 In-app purchases*

*9.2 DLC packs*

***10. Outsourced/Bought Assets***

*Topics with (\*) usually extended to separate detailed documents, in this project can be simply summarized*