**GAME DESIGN DOCUMENT (GDD) TEMPLATE**

**Concept Document**

The concept document serves the purpose as a way to present a game concept. A general overview of the game, with the idea anyone can read and understand what the game is like. This part of the document is one that will change very little once the concept is accepted.

**Title Page**

The title page includes general information about the game:

Game Name : Ude Nashi

Game Logo : NA

Game Catch Phrase : NA

Document Type : This one

Document Version : 1.0

**Credit Page**

The credit page should present information about the person who authored the document and for what company.

Document Purpose: Assignment

Document Version :1.0

Working Title: Ude Nashi

Game Concept: Diablo

Game Document Author: Mason

**Sign-Off**

The sign-off section lists all the people involved (by rank and role) and confirms that each member of the team has read through the document and agrees with the current plan.

GAME CONCEPT SIGN-OFF

Lead Artist: Judah

Lead Designer: Kyan

Lead Programmer: Mason

Lead Producer: Mason

**Introduction**

The introduction should include a brief sentence or two about the game, its genre, player type, technical form, references and theme. Everyone that reads this should be able to understand what the basic idea of this game is.

A new purpose for the introduction can also be the reason for the concept and history of the game the concept is based upon. Here is a short list of subjects to address in the introduction:

* Genre
* Player Type
* Game Play
* Technical Form
* History
* Reference
* Theme
* Design Intentions (original or cloned)

**Game Analysis**

The game analysis provides a general overview of the game.

Ude Nashi is an open-world top-down bullet hell action RPG game in which you have to use your sword to chop up enemies and reflect enemy projectiles back at them to upgrade your character and save villages from hordes of enemies during night time.

**GAME DESCRIPTION**

Genre: open-world top-down bullet hell action RPG

Describe the Genre Fast passed game that consists of dodging projectiles while finding openings to damage enemies, in this game there are many different ways to play.

Example:

* Role-play
* Adventure
* Strategy
* Puzzle
* Simulator
* Construction & Management

Game Elements:

Game elements are the basic activities the player will be doing for fun during the game.

Slashing with your sword, collecting XP, upgrading your character, dodging projectiles, and exploring the world.

Example:

* Shooting
* Collecting
* Chase
* Combat
* Dodging

Game Content:

Action

Example:

* Horror
* Thriller
* Humor
* Drama

Theme:

Medieval, Fantasy

Example:

* Western
* Sci-Fi
* Fantasy

Style:

Pixel-art

Example:

* Real
* Old School
* Manga

Game Sequence:

Linear, but the events can happen in any order.

Example:

* Linear- Storylines
* Hyper- Storylines that the player can influence
* Simulation

Player:

The Number players that can play the game at once

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**GAME REFERENCE**

Game Taxonomy: Ude Nashi is a Fictional Game/Narrative

Game Taxonomy is here as a reminder of what the design direction is. Game Taxonomy is made up of **Simulation**, **Game** and **Narrative** based. These can further be divided into **Chance**, **Simulation** and **Narrative**. This is further divided into **fiction** or **non-fiction**.

Example: Xyanide is a Fictional Game/Narrative, while Sim City is a Non-Fictional Simulation/Game.

Player Immersion: Strategy, Reaction time

This is an attempt to understand what kind of enjoyment the player will receive from the game.

Example:

* Tactical
* Strategy
* Narrative
* Physical
* Emotional
* Mental

Reference: Vampire survivors, Enter the Gungeon

References can come from anywhere.

* The idea is to describe your game’s story, play, and style with references.

**GAME TECHNICAL**

Technical Form: Basically there is 2D graphics (Flat) and 3D graphics (Form) 2D

View: Camera view the player will experience the game from Top Down

Platform: iOS, Android, Mac, PC PC

Language: C#, C++, Ruby, Java C#

Device: PC, Mobile, Console PC

**GAME SALES**

Estimated Price: 2$

**Game Atmosphere**

In the game atmosphere section, it is best to have a mood board or a clear description of the game’s style. This is a good place to start interacting with a graphic designer. It’s like Diablo

* Atmosphere Mood Board
* Character/Units Sketch & Description
* A Level (Locations) Sketch & Description
* Audio Description

**Game Play**

The game play section is utilized to create a descriptive paragraph about how the game is played. The idea is that you want the person imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

*Example:* Few readers want to hear statements such as: “enemy\_1 will have more hit points than enemy\_2.” Instead, it is better to make statements such as: “the Lazarus Fighter has more armor than the Apollo Fighter.”

This outline will vary according to the type of game.

* Opening the game application
* Game Options
* Story Synopsis
* Modes
* Game Elements
* Game Levels
* Player’s Controls
* Winning
* Losing
* End
* Why is all this fun?

***After opening the game, you are taken to the main menu, where you can press play to start the game. You can adjust volume in the options. The story is that you need to defend villages from hordes of enemies. The game has terrain you must traverse and enemies you must defeat. The levels are split into different zones of the open world, and then the nights being the main source of progression. You move with the WASD keys and you can click or hold down the Left Mouse Button to swing your sword, which can also deflect projectiles. Winning is mostly in the form of surviving each night, which is a timer that slowly goes down. If you die, you are set back to the last town you visited, before night if applicable. You win the game by defeating the final boss, which can be fought at any time. It is fun because the gameplay is fast paced and has a lot of room to become better, and the open world aspect makes it feel like a true RPG experience.***

**Key Features**

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

Deflect Projectiles, survive against hordes of enemies, making a build, becoming very overpowered.

**Selling Features**

This is a list of features that could be potentially helpful to market and/or sell a game. If a game has any copyrightable material, note it here. It may be a good idea to research the key points below or consult with a professional marketer.

* Number of Levels 3 nights, many zones
* Number of Enemies/ Characters *(Example: 12 characters or amount of enemies, end bosses) 1 character, 4 enemy types*
* Time of Game Play *(Example: 2 hours of fun) 1 hour of fun*
* Replay ability Try to beat the game faster, or try out a different build
* Audio Specifications Background music and sound effects.
* Graphic Specifications Very low
* Device Compatibility Windows, Mac, Linux
* Number of Players 1
* Online Activities (high scores, etc.) NA
* Number/Type Modes 1
* Marketing Ideas NA
* Consumer Group NA
* Unique Features NA
* Merchandising NA