Game Design Document Template

Name of your game here

Game Logo

Document Version Number (v0.1)

Author Name

Introduction:

A short, "elevator pitch" about your game, not necessarily technical in nature, but more for a brief introduction so everyone knows what the document relates to.

Then elaborate on the following:

* Genre
* Theme
* Gameplay
* Reference to other games
* Design Intentions

Game Atmosphere:

How the game feels and its mood - dark, abandoned, happy, etc. Also describe what type of artistic style the game is going after - realistic, cartoony, etc.

Descriptive paragraphs covering the listed points:

* Atmosphere mood
* Location/level descriptions
* Character design
* Audio design

## 

Story:

Describe your storyline here (if applicable). The game's backstory and lore (if applicable) can also be described in detail here.

* Scenario / setting
* Description
* Story Elements

## 

Gameplay:

How the game plays out - describe here in more detail about the mechanics, game levels, controls, victory conditions etc. Split each category into a different section.

* Game Levels
* Player Controls
* Game Elements
* Winning / Losing
* Victory conditions
* Why is this game fun?

## 

Level Design:

How are your game levels constructed? Provide a rough physical layout of the game world showing you the different locations.

## 

Title and Information Screens:

A flowchart for the menu system goes here. This details how you can go to specific menu options/screens from other menu options/screens.

## 

Scope:

Scope the size of your design - is it achievable or realistic within your time frame?

How much do you aim to include in the project?

Also include any information on plans for content updates later down the track.