# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. Be clear about what the software delivers and what the design entails.

1. **Title Page** 
   1. Game Name – Perhaps also add a subtitle or high concept sentence.
   2. Team members
2. **Game Overview**
   1. Genre
   2. Target Audience
3. **Dramatic elements of the game**

**3.1 Characters**: Detailed description of the game characters (players, NPC, villians, etc.), personality, appearance, and, abilities.

**3.2 Detailed Story**: Describe the detailed story of the game including characters’ roles. **Include as many storyboards as** you can for all the story major scene (s)/events.

1. **Formal elements**
   1. **Mechanics**
      1. **Player interaction pattern:** How do players compete & collaborate?
      2. **Goals:** main Goal(s) of the game in addition to its objectives (primary/ auxiliary game objectives).
      3. **Rules** – What can and can't players do to achieve their goals**.**
      4. **Actions** and **interactions:** describe all the actions and interactions and include **flowcharts/diagrams** as much as you can**.**
      5. **Challenges:** Obstacles, Opponents or enemies
      6. **Resources**– What holds value in the game? How does it work?
      7. **Player Mode Sketches**: Include sketches and/or storyboards of characters, and the main player in game mode.
2. **Dynamic Elements**

**Once the player starts to play the game, the game is moved to the play mode.**

**Describe your game play mode in great details, integrating all elements in the formal and dramatic parts and showing their interactions. Dynamic elements may include:**

* 1. The sequence of events that take place in the story.

(Include the objectives and the details of what happens in each level)

* 1. Any cut scenes you have and their relationships to the game events, the detailed challenges facing the characters and how they would overcome them using different strategies.
  2. Different ways for guiding the players or giving them hints, within the context of the story, including Audio Files.
  3. Outcome: How did the game end?

It should be clear how the game events evolve, until reaching the end of the game (game outcome).