<Your Game Name Here>

<Your Company Logo Here>

Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it

[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.r3fjjzh8krjg)

[- <Object #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.j584764hn4bz)

[- <Object #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lbj31oz0xb3v)

[- <Object #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.p0jgh8xq0o3r)

Overview

**Theme / Setting / Genre**

    - <Insert Theme here>

**Core Gameplay Mechanics Brief**

    - <Gameplay Mechanic #1>

    - <Gameplay Mechanic #2>

    - <Gameplay Mechanic #3>

    - <Gameplay Mechanic #4>

**Targeted platforms**

    - <Example Platform #1 Here>

    - <Example Platform #2 Here>

    - <Example Platform #3 Here>

**Monetization model (Brief/Document)**

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

    - <Link to Monetization Document>

(How do you plan to monetize the game?)

**Project Scope**

    - <Game Time Scale>

        - Cost? (How much will it cost?)

- Time Scale (How long will it take to make this game?)

- <Team Size>

    - <Core Team>

        - Team Member name?

            - What does he/she do?

            - <Cost to employ them full time or part time>

        - etc.

(List as many core team members as you need to)

- <Marketing Team>

        - Team Member name?

            - What does he/she do?

            - <Cost to employ them full time or part time>

        - Etc.

(List as many marketing team members as you need to)

    - <Licenses / Hardware / Other Costs>

    - <Total Costs with breakdown>

**Influences (Brief)**

**- <Influence #1>**

        - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

**- <Influence #2>**

        - <Medium> (Television, Games, Literature, Movies, etc.)

        - /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

**- <Influence #3>**

        - <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

**- <Influence #4>**

        - <Medium> (Television, Games, Literature, Movies, etc.)

        - /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

**The elevator Pitch**

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

**Project Description (Brief):**

<Two Paragraphs at least>

<No more than three paragraphs>

**Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

    - <Reason #1>

    - <Reason #2>

    - <Reason #3>

    - <Reason #4>

    - <etc.>

**Core Gameplay Mechanics (Detailed)**

**- <Core Gameplay Mechanic #1>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #2>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #3>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

**- <Core Gameplay Mechanic #4>**

        - <Details>

            /Describe in 2 Paragraphs or less/

        - <How it works>

            /Describe in 2 Paragraphs or less/

Story and Gameplay

**Story (Brief)**

<The Summary or TL;DR version of below>

**Story (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

**Gameplay (Brief)**

<The Summary version of below>

**Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

**- 2D**

    - Textures

        - Environment Textures

    - Heightmap data (If applicable)

        - List required data required - Example: DEM data of the entire UK.

    - Etc.

**- 3D**

    - Characters List

        - Character #1

        - Character #2

        - Character #3

        - etc.

    - Environmental Art Lists

        - Example #1

        - Example #2

        - Example #3

        - etc.

**- Sound**

    - Sound List (Ambient)

        - Outside

            - Level 1

            - Level 2

            - Level 3

            - etc.

        - Inside

            - Level 1

            - Level 2

            - Level 3

            - etc.

- Sound List (Player)

        - Character Movement Sound List

            - Example 1

            - Example 2

- etc.

        - Character Hit / Collision Sound list

- Example 1

            - Example 2

- etc.

        - Character on Injured / Death sound list

            - Example 1

            - Example 2

            - etc.

**- Code**

    - Character Scripts (Player Pawn/Player Controller)

    - Ambient Scripts (Runs in the background)

    - Example

- NPC Scripts

    - Example

    - etc.

**- Animation**

    - Environment Animations

        - Example

        - etc.

    - Character Animations

        - Player

- Example

- etc.

        - NPC

            - Example

            - etc.

Schedule

**- <Object #1>**

        - Time Scale

            - Milestone 1

            - Milestone 2

            - Etc.

**- <Object #2>**

        - Time Scale

            - Milestone 1

            - Milestone 2

            - Etc.

**- <Object #3>**

        - Time Scale

            - Milestone 1

            - Milestone 2

            - Etc.

**- <Object #4>**

        - Time Scale

            - Milestone 1

            - Milestone 2

            - Etc.