



FH

University of  
Applied Sciences

TECHNIKUM

WIEN

Game Development Basic



University of  
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**Game Design Document**

# Arguments against planning documents

- **It's outdated by the time you create it**
- **Team members don't use it (few updates)**
  - May lead to miscommunication
- **It generates additional effort**
  - Creation + Administration

# Targets

- **Keeps development decisions**
  - To avoid miscommunication and retain organised
- **Describes connections**
- **Supports the schedule**
  - Goals and no goals
- **Ideas become more concrete by writing them down**

# Game Design Documents - Content

- **Plot**
- **Characters**
- **Concept**
  - Genre
  - Expected result
- **Game Mechanics**
  - What is special in your game?
  - How to play your game?
- **Development Environment**
- **Level-Design**
  - Sketches
  - Colour scheme – Mood board
  - Look and Feel
- **Technical Specification**
- **Timetable**

# Inception

- **Let's add a simple fluffy animal to the game**
  - Which talks to our main character
- **Wouldn't it be nice to ride it?**
  - A horse could do the job
- **Maybe the horse could support our hero in fight?**
  - Unicorn with laser eyes
- **Is there anything against a fast-traveling system?**
  - Unicorn Pagasus

# Time!





# Development

- Iterations are possible and necessary
- These updates should ...
  - be discussed in your team
  - fit your schedule
  - be updated in your game design document
- Write also ideas for future projects down
  - Sequels



# Team Questions

- Which kind of game?
- Why would someone play it?
- What are our core mechanics?
- What do we want to achieve?
  - Earn money
  - Gain experience
  - Try creative game mechanics
  - Design something special
  - And so on ...
- Prototype!



[http://1.bp.blogspot.com/\\_29\\_shKT4Elw/RxAK8r14xLI/AAAAAAAAAB6w/sV51EinR2OA/s400/bm1178video-games-posters.jpg](http://1.bp.blogspot.com/_29_shKT4Elw/RxAK8r14xLI/AAAAAAAAAB6w/sV51EinR2OA/s400/bm1178video-games-posters.jpg)

# Sketches

- Level Design
- Player Decisions
  - possible outcomes
- Perspective
  - Camera
  - Controls



<https://www.bgdf.com/node/4574>



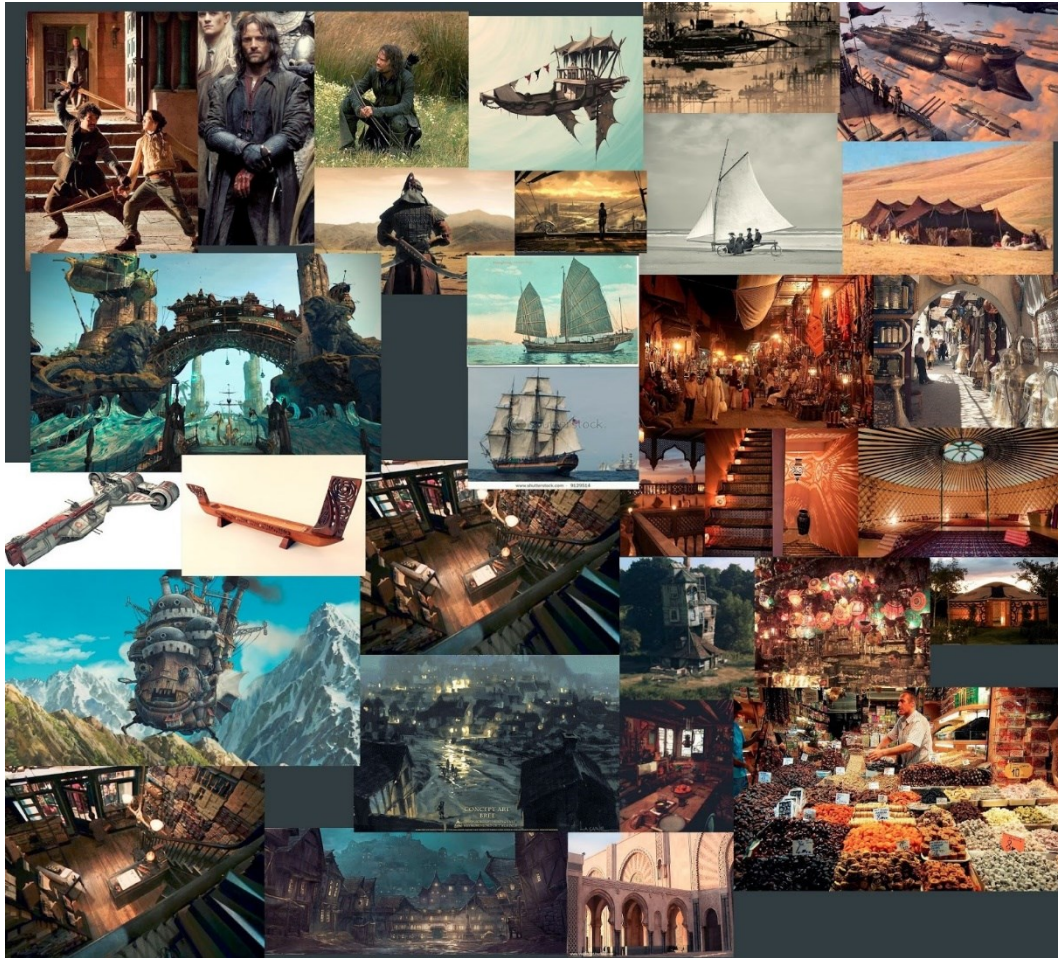
# Moodboard

- **Colour scheme**
  - Example colours
- **Atmosphere**
  - Examples
- **Mood**
  - define
- **Update**
  - Own textures
  - In-Game assets

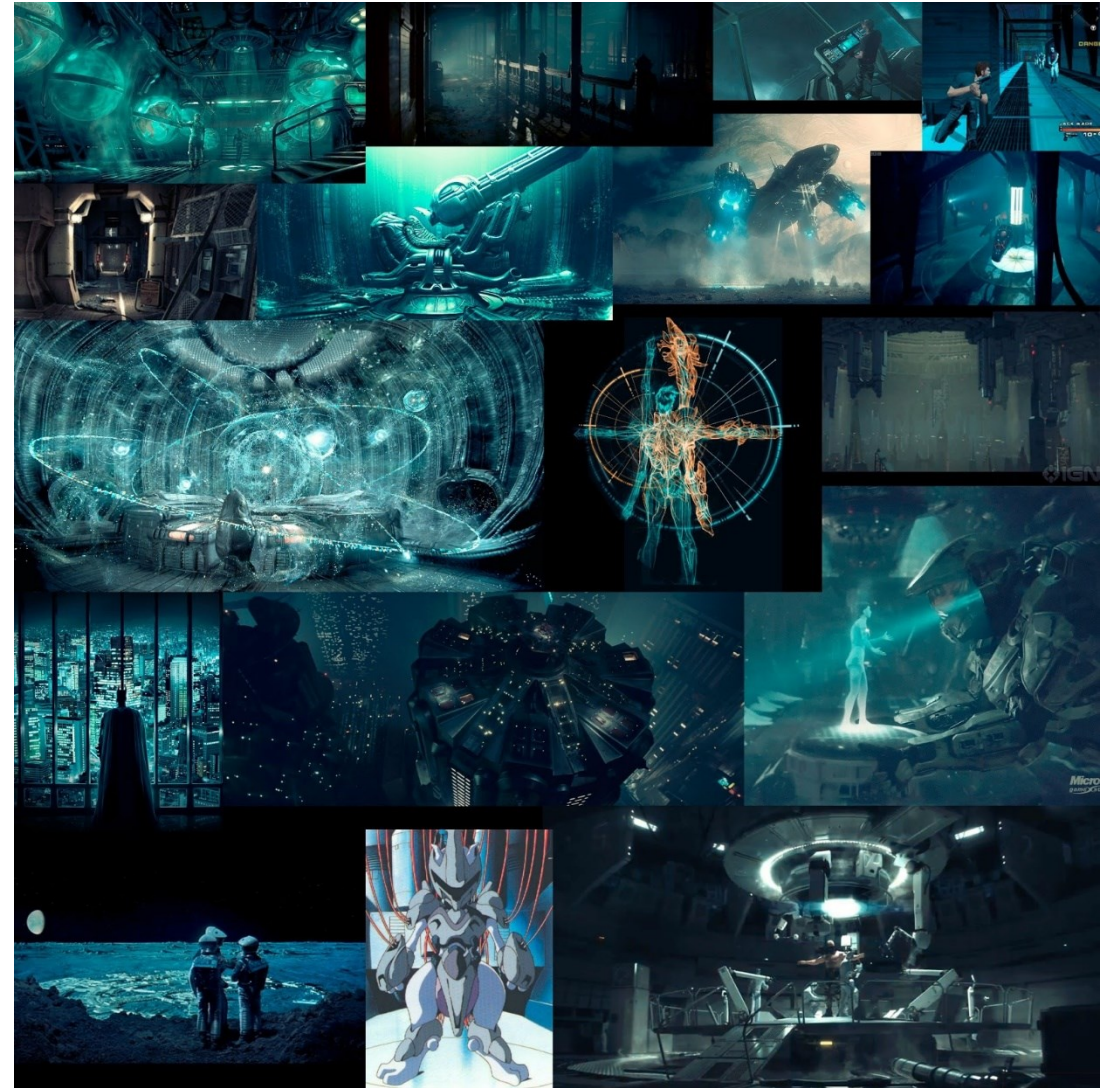




# Moodboard - Examples



[http://domlittlergady2.blogspot.com/2013\\_04\\_01\\_archive.html](http://domlittlergady2.blogspot.com/2013_04_01_archive.html)



[http://domlittlergady2.blogspot.com/2013/01/blog-post\\_23.html](http://domlittlergady2.blogspot.com/2013/01/blog-post_23.html)

# General

- **Simple and easy to understand**
  - Also for new team member
- **Regular updates**
  - Mark changes and modifications
- **Write interesting and not fact-based**
- **Use pictures**
- **Set goals**
  - Write down deadlines
- **Be precise with your core mechanics**
  - Leave space for individual creativity



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**Minimum Viable Product (MVP)**

# MINIMUM VIABLE PRODUCT



**✗ WRONG WAY TO DO MVP**



**✓ RIGHT WAY TO DO MVP**

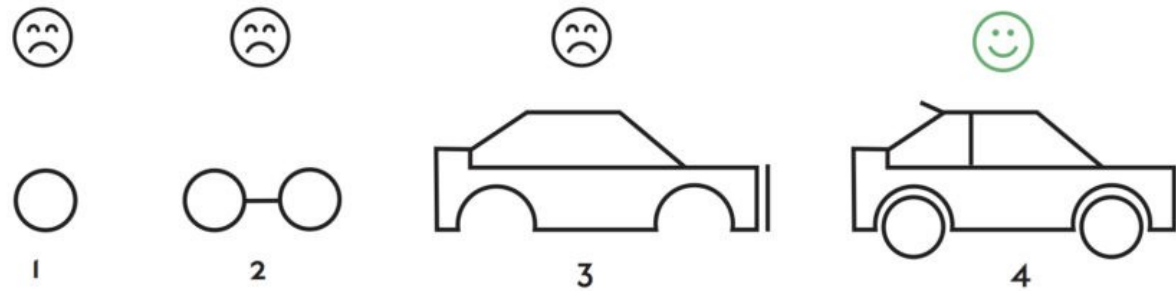
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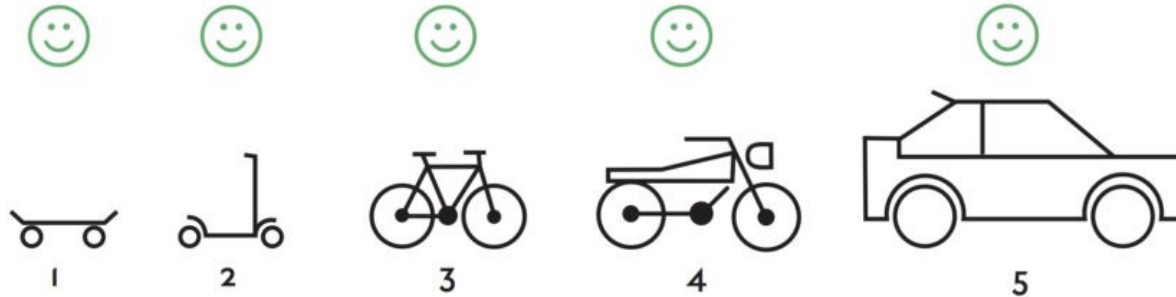
# HOW TO BUILD A

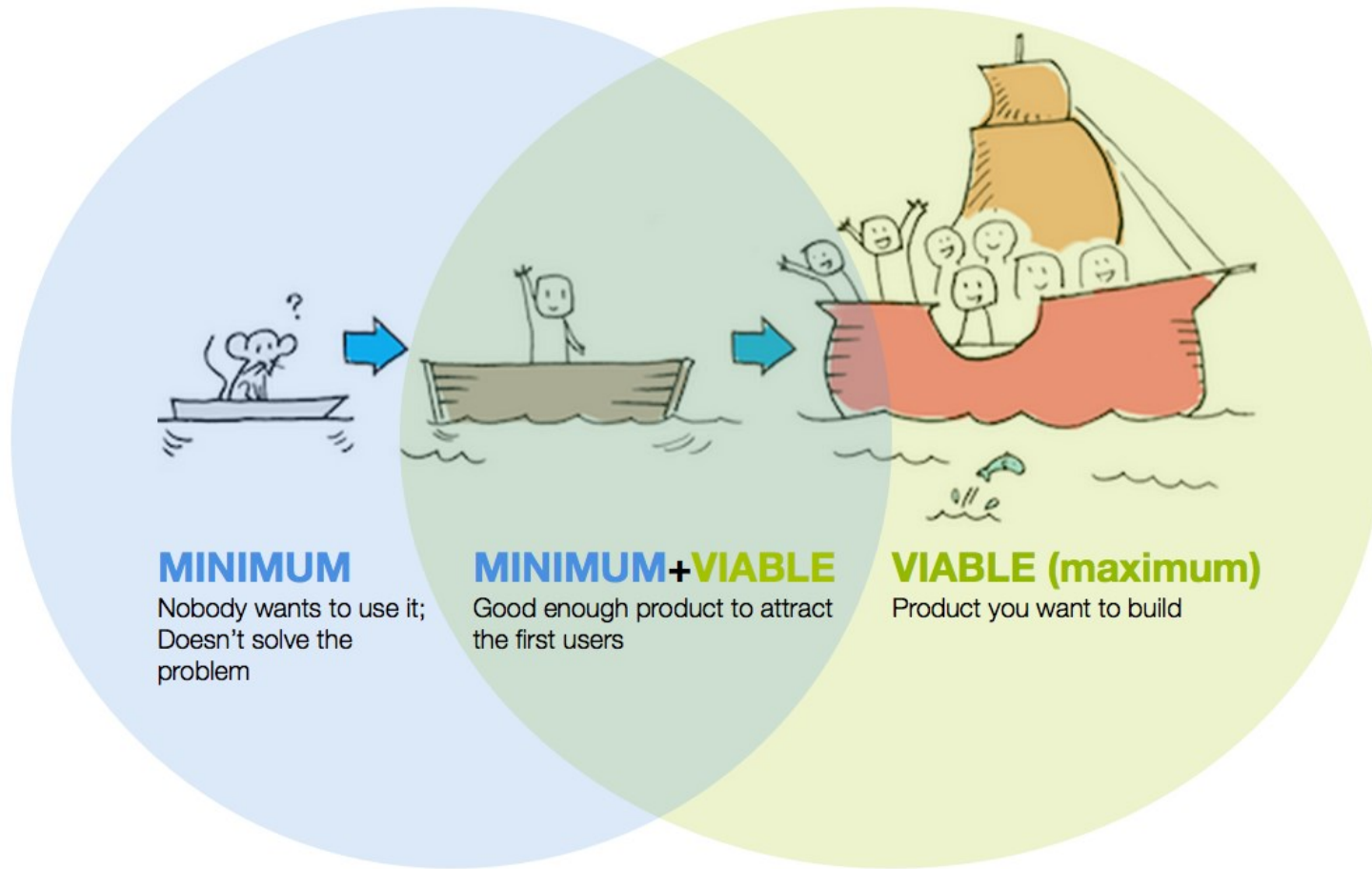
## MINIMUM VIABLE PRODUCT (MVP)

NOT LIKE THIS



LIKE THIS





<https://brainhub.eu/blog/wp-content/uploads/2015/12/Minimum-Viable-Product-Comparison-photo.png>