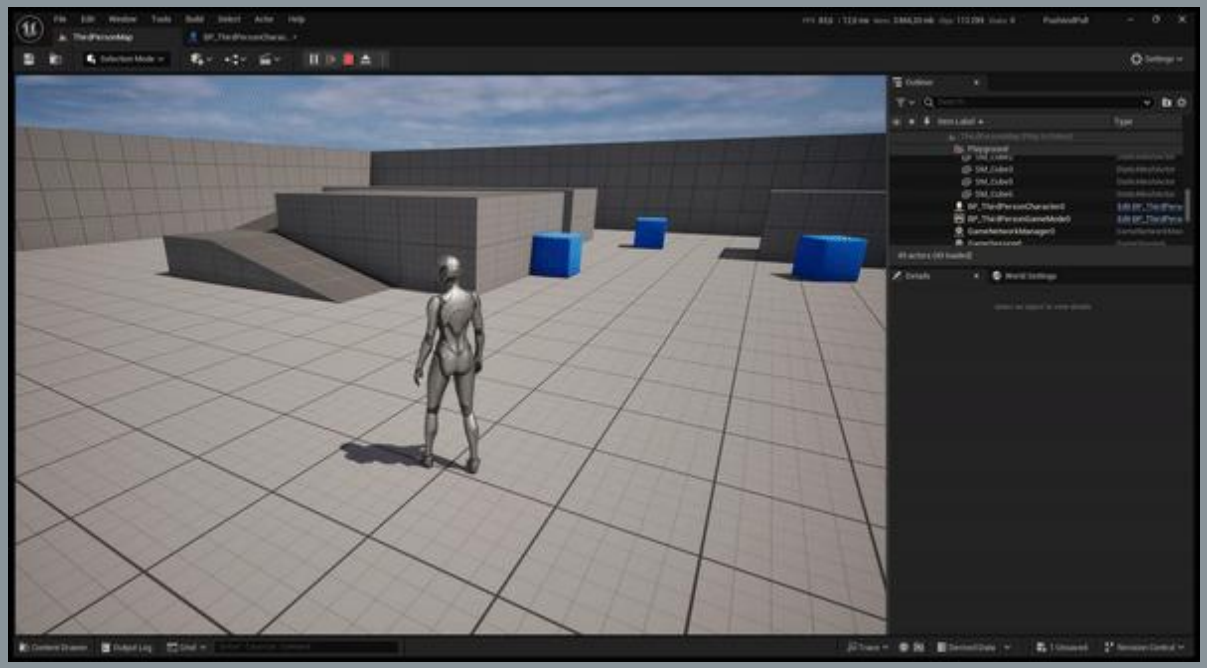
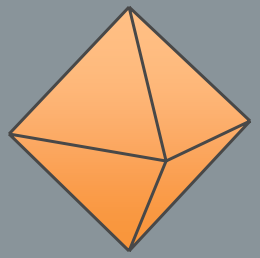
# From game design document (GDD) to prototype

# Concept

Initial game idea



# GDD



Formalizing the game design

## The Game Design Document

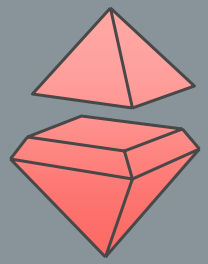
**Design Document should include the following topics:**

- **Overview and vision statement**
- **Audience, platform and marketing**
- **Gameplay**
- **Characters (if any)**
- **Story (if applicable)**
- **World (if applicable)**
- **Media list**

The following outline is an example of key points of a typical design document:

1. **Design History**
   1. Version
2. **Vision Statement**
   1. Game Logline
      In one sentence describe the game
   2. Gameplay Synopsis
      How the game play and what do the players experience (unique points, mechanics, settings, look and feel)
3. **Audience, Platform and Marketing**
   1. Target audience
   2. Platform
   3. System requirements
   4. top performers
   5. Feature comparison
   6. Sales expectations
4. **Legal Issues**
   1. copyrights, trademarks, contracts...
5. **Gameplay**
   1. Overview
   2. Description
   3. Controls (interfaces, rules, scoring...)
6. **Game Characters**
   1. Character design
   2. Types (PC, NPC)
7. **Story**
   1. Sysnopsis
   2. Complete story
   3. Backstory

# Prototype



Bringing the game to life

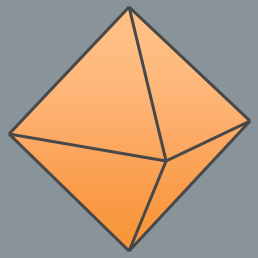
# Final result

Fun and feasible concept

# Game Development Process

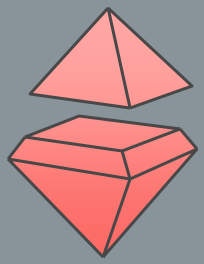
**Concept**

Initial game idea



**GDD**

Formalizing the game design



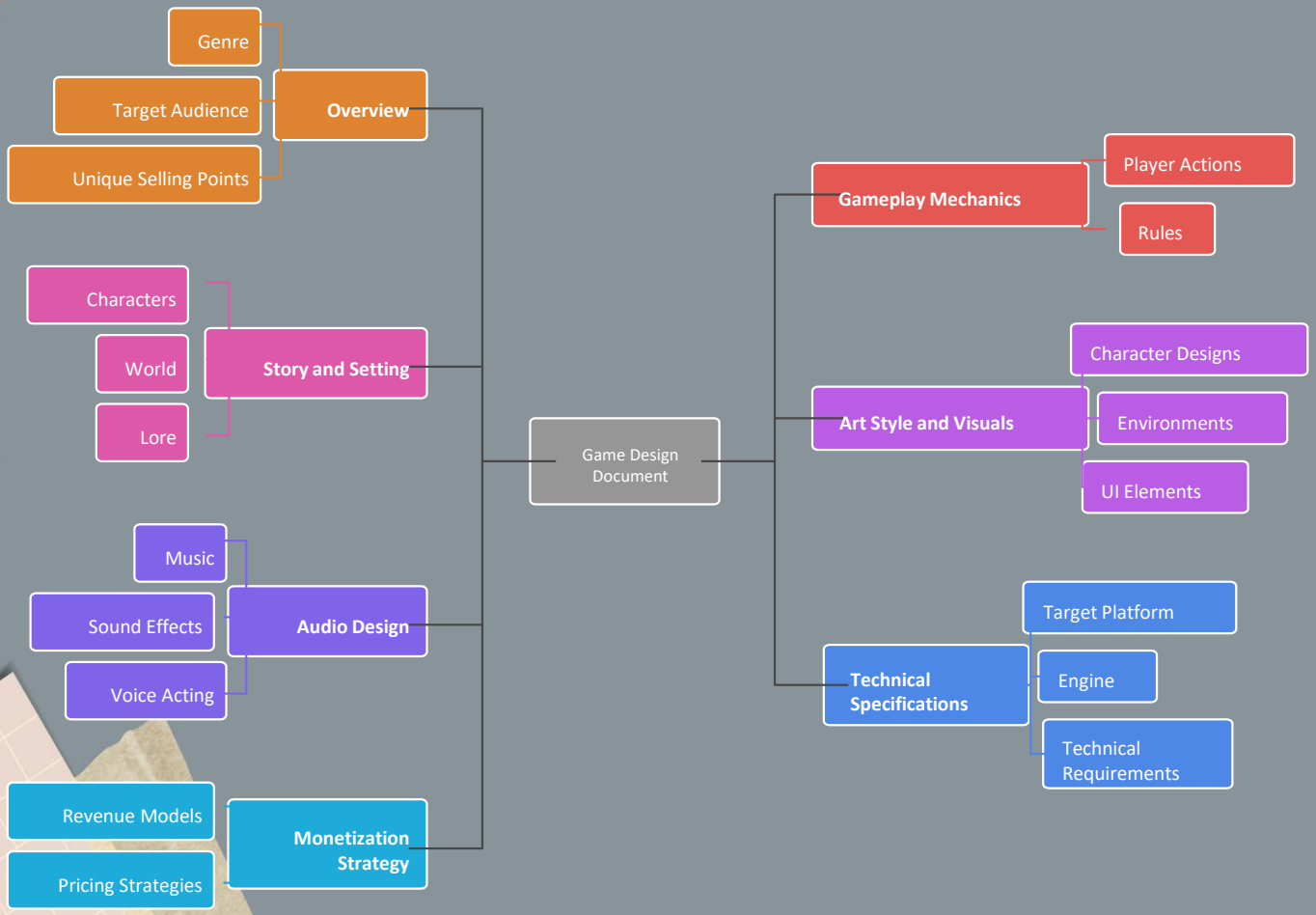
**Prototype**

Bringing the game to life

**Viable Game**

Fun and feasible concept

# Key Components of a Game Design Document



## How to analyze the GDD for prototyping?

### Define Scope

Set realistic boundaries to avoid scope creep.

### Identify Risks

Recognize potential challenges early on.

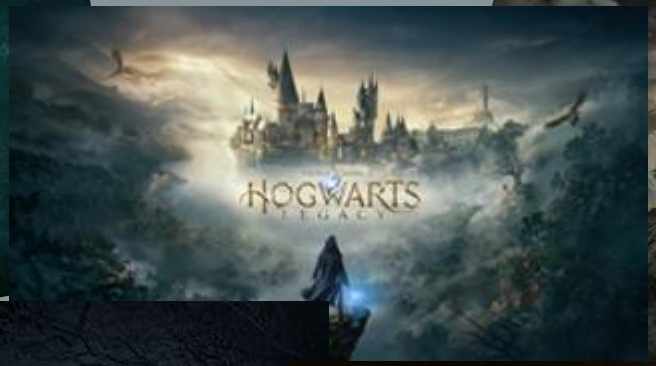
### KISS

Keep It Simple, Stupid

### Identify Core Mechanics

Focus on testing the most innovative and important mechanics.

# Identify Risks





# Achieving Strategic Goals

**Unstructured Planning**

Lack of clear objectives

**Define Objectives**

Establish key, measurable goals

**Plan Execution**

Structure framework for action

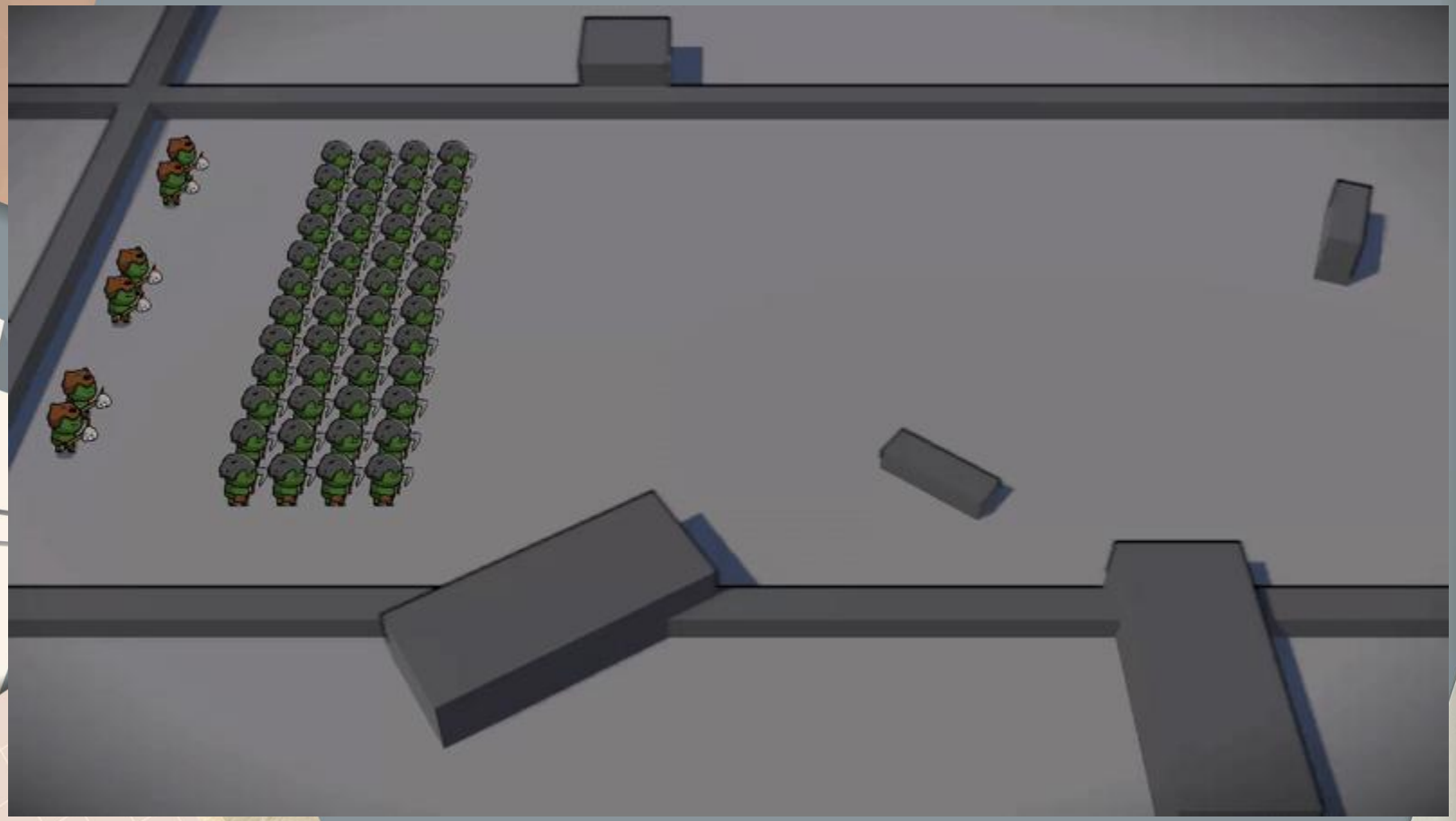
**Monitor Progress**

Track milestones and timelines

**Successful Outcomes**

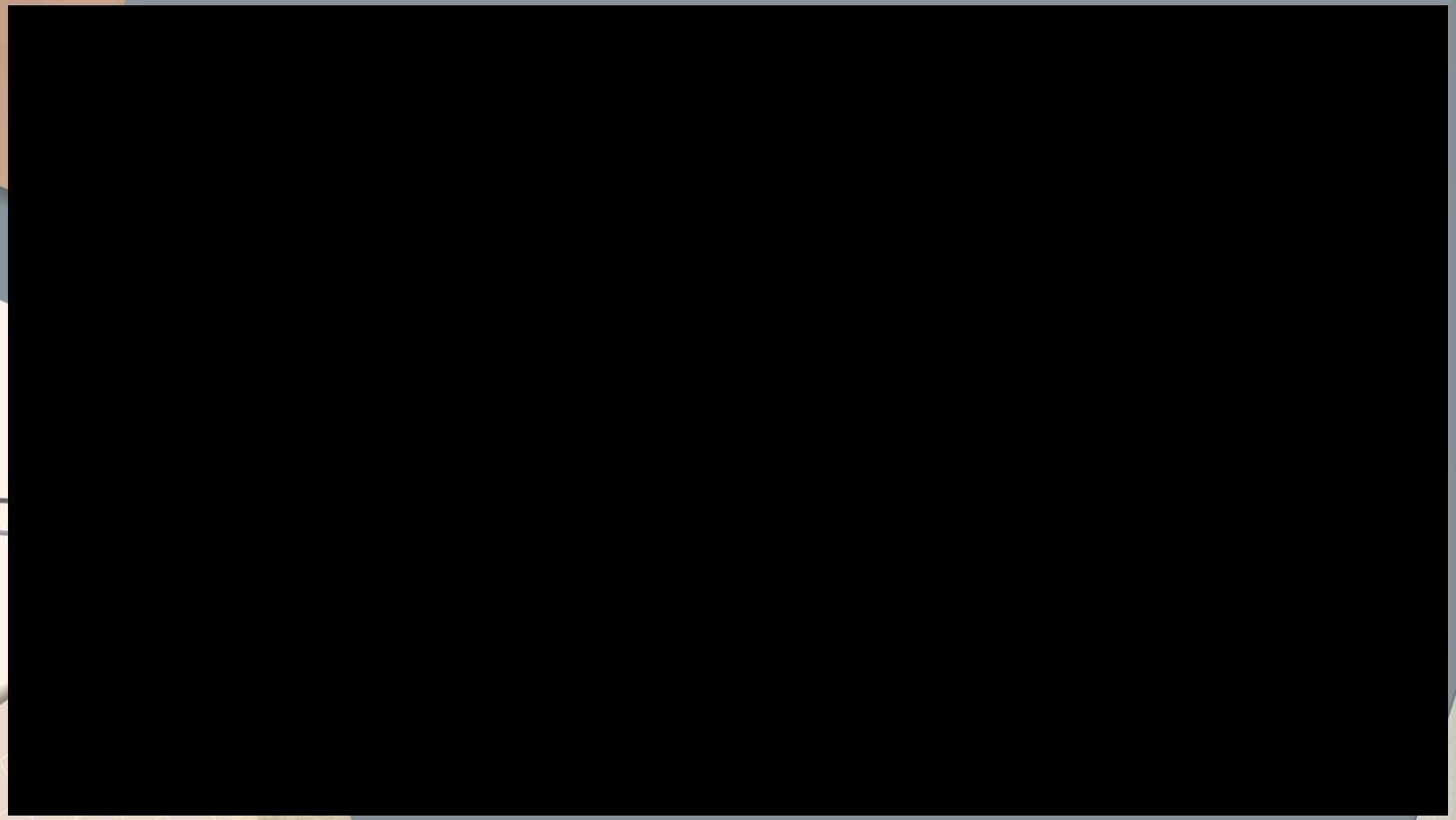
Aligned, accountable, collaborative results

# KISS: Keep It Simple, Stupid



# Identify Core Mechanics

# Final game



# Prototype Goals Overview

**Validate Core Mechanics**

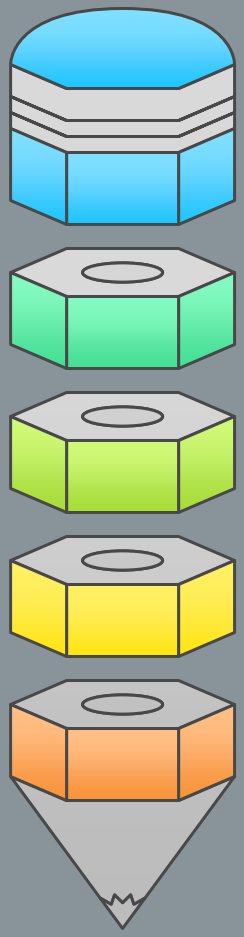
Ensure mechanics are fun and functional

**Assess Technical Feasibility**

Determine if technical requirements are achievable

**Gather Feedback**

Collect player feedback for design iteration



**Test Player Experience**

Evaluate player interaction and usability

**Explore Art Style**

Experiment with visual styles

## Which tools and technologies should be used for prototype development?

**Art and Animation Software**

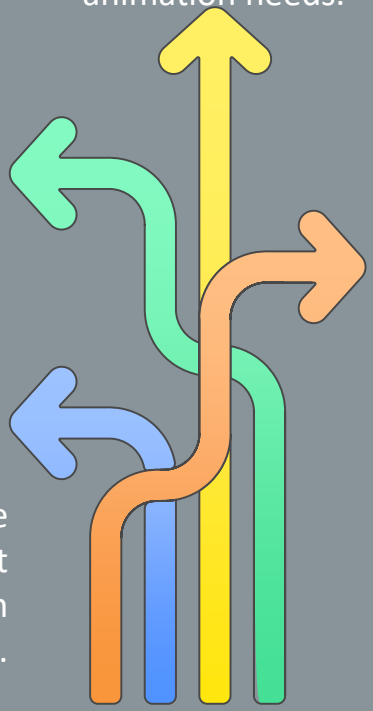
Use software that supports the desired art style and animation needs.

**Programming Languages**

Choose a language that aligns with the engine and team skills.

**Sound Design Software**

Opt for software that provides the necessary sound design capabilities.



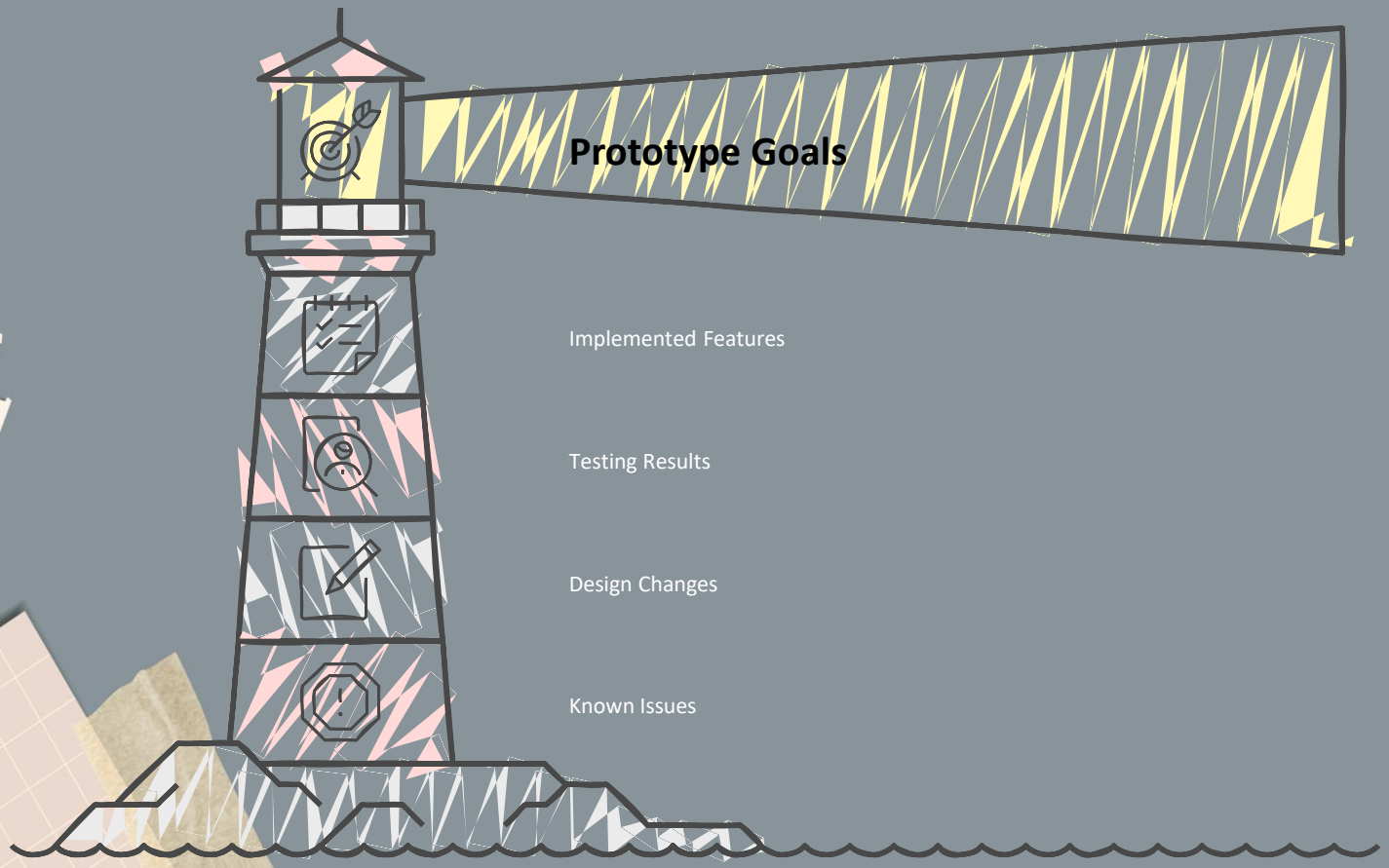
**Game Engines**

Select a game engine based on project requirements and team expertise.

UNREAL ENGINE

unity

# Documenting the Prototype



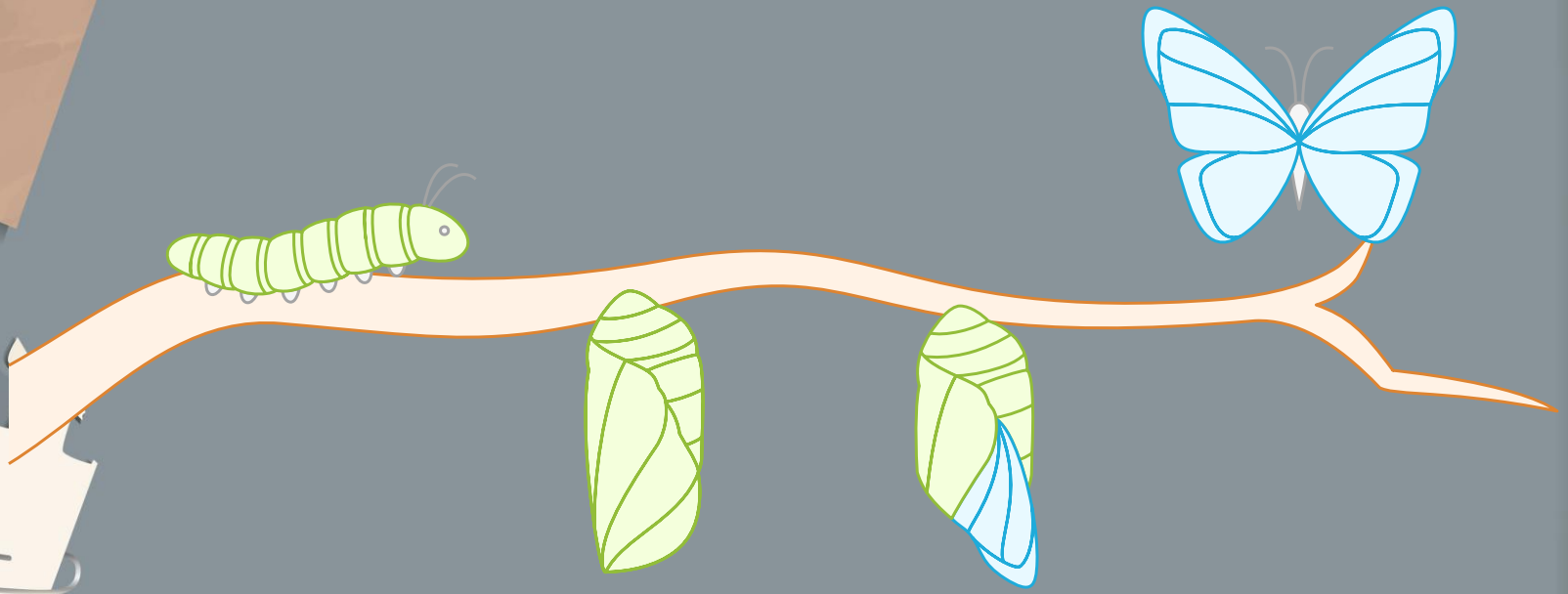

Implemented Features

Testing Results

Design Changes

Known Issues

# From Idea to Prototype



## Game Idea

Core concepts are in initial stages

## Prototype Build

Translate idea into playable experience

## Testing & Iteration

Identify problems and gather insights

## Validated Prototype

Core concepts validated for development


ANY
QUESTIONS?