

[Name of the game]

Game Design Document

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1 Overview

[This section is dedicated to summarize the game and to answer important initial questions: what are the game objectives? What makes it unique? Who is the targeted audience? What is the platform for the game? What genre will the game pertain? What is the overall gameplay? These are samples of what an overview section need to have.

The goal of this section is to have a quick way to look for the main highlights of the game. A new member on a game development team can read this section to catch up the idea of the game, or in an advanced game design stage a designer can use it to verify if the ideas he has are in harmony with the general idea of the game. The high concept document can evolve to become this section].

1.1 *Game abstract*

[Summarize the game in a few words].

1.2 *Objectives to be achieved by the game*

[Describe the benefits to be achieved by making the game. Objectives should guide the design decisions of the game. Any constraint should be linked to objectives to].

1.3 *Game justification*

[Answer, why the game is worth doing it? What makes it unique? How will it accomplish the defined goals?].

1.4 *Core gameplay*

[Describe the main activity the player will be doing in the game. Focus on writing why will it be fun?].

1.5 *Game features*

[This section describes the principal characteristics the game will have].

1.5.1 Genre

[Describe the game genre by defining elements or a common basic rule set that describes the nature of the game].

1.5.2 Number of players

[Establish the number of players the game has. If the game has multiplayer describe the number of players intended to handle and indicate if the multiplayer game is competitive, cooperative or colaborative. Describe any special mode the game has for multiplayer].

1.5.3 Target platforms

[Describe in which platforms the game should run. This section is just to give an idea of the capabilities and limitations the game may have. Platform limitations should be detailed and described on the technical constraints section].

1.5.4 Game theme

[Describe the guidelines to the aesthetics of the game. Some examples of game themes can be: post nuclear earth, Greek mythology or medieval].

1.5.5 History summary

[Write a brief summary of the history of the game].

1.6 *Player characteristics*

[Describe the profile of the desired player]

1.7 *Initial scope*

[Describe the intended time, money or other resource to be spent in the game and how long the game would be].

2 Mechanics

[This section describes the game elements, its attributes, and its interaction rules. All elements that create the game must be detailed and described in this section. A game character, its visual aspect, its sound effects, its personality may be described in this section].

2.1 *Game elements categories*

[Create game elements categories. This may help to organize better the design and to establish a solid base for reuse. Some examples of game elements categories are: enemy, boss, weapon, world or music].

2.2 *Core game elements*

[Describe the core game elements by describing their attributes and their behavior. Point out which elements can be directly manipulated by the player. Some examples of core game elements are: Mario who belongs to the game element category “player character” or Green Turtle who belong to the game element category “enemy”].

2.3 *Rules*

[Describe the valid actions that the player can do and how the game should respond to these actions].

2.3.1 *Interaction rules*

[Describe the valid interaction between game elements and the result of the interaction].

2.3.2 *Artificial Intelligence*

[Describe here how the game elements should react under different circumstances in the game].

2.4 *Game world elements*

[Describe elements that are outside the core gameplay. Some examples of game world elements are: world map or transportation (horse, boat or car)].

2.5 *Game log elements*

[Describe elements that register the player progression. Some examples of game log elements can be: score, save or achievement].

2.6 *Other elements*

[Describe any other element that can't be classified on any other element classification in the mechanics].

2.7 *Assets list*

[This section contains the list of every game asset that needs to be created to finish the game].

3 Dynamics

[This section describes the flow of the game. History, levels, chapters, puzzles, interfaces (hardware and software). This section is directly related with the mechanics section since the dynamics are constructed from the elements in the mechanics].

3.1 *Game World*

[This section describes the world where the game is played].

3.1.1 Game theme details

[Describe the world environment, its ambientation. Put in details how the game world should look, sound and feel].

3.1.2 Missions/levels/chapters Flow

[Describe how the player can navigate through the world in the game, if navigation is linear or he can choose where to go, if he can skip levels or if there are restrictions to enter in some areas].

3.1.3 Game detailed history

[Detail the history and point out how is it related to the game progression. Describe if the history is linear or can change, if it can change, how it changes?].

3.2 *Missions/levels/chapters elements*

[This section describes the elements that will form the core gameplay].

3.2.1 Objectives

[Describe the objectives to achieve in the dynamics of the game].

3.2.1.1 *Primary*

[Describe the primary objectives, they are related to the game progress. They can be goals needed to advance in the game or any victory condition which is the final objective needed to beat the game].

3.2.1.2 *Secondary*

[Describe the secondary goal, complementary goals, but not a requisite to progress in the game].

3.2.2 Rewards

[Rewards to the player for his actions in the game. Like achieving a goal or beating a challenge].

3.2.2.1 *Implicit*

[Describe the implicit rewards. Implicit rewards don't impact directly on the player capabilities, but instead they are related to the player experience. An example of implicit reward is to rescue a princess in a castle and see how she thanks the player for his effort].

3.2.2.2 *Explicit*

[Describe the explicitly reward, they direct impact on the player capabilities. Some examples of explicit rewards are: a new weapon, an extra life or Gold coins].

3.2.3 Challenges

[Challenges put to the players throughout the game. Some examples of challenges are: a fight, a puzzle or a boss fight].

3.2.4 Other Missions/levels/chapters elements

[Add in this section any other missions/levels/chapter elements not included in the previous sections].

3.3 *Missions/levels/chapters description*

[Describe the flow of every mission/level/chapter of the game. Use the missions/levels/chapters elements to construct it. Illustrate how big the area is, the background, and the events relevant to history. Try to cover every detail that will occur in every mission, level or chapter].

3.4 *Special areas*

[Describe the areas which not classify as mission, level or chapter. Some examples of special areas are: stores, inns or bonus areas].

3.5 *Game interface*

[Describe every element of every screen that the player can manipulate. Some screen examples can be: title, options, main, inventory or save].

3.6 *Controls interface*

[Describe how the player can manipulate every screen in the game].

3.7 *Game learning*

[Describe the way in which the player will learn to play the game. Is there a tutorial included in the game? When the player learn a new skill will be guidance provided on how to use the new skill?].

3.8 *Game Balance*

[Describe the elements that are easy to change and can be used to increase or decrease the challenges difficulty. Examples of elements that can easily balance the challenges are enemy speed, life or number of enemies in a fight].

4 Aesthetics

[This section details what the player sees and hears. This section can be extended in case of augmented reality games like the inclusion of smells].

4.1 Core game elements visual

[Describe all the visual aspects of the core game elements].

4.2 Game world elements visual

[Describe all the visual aspects of the game world elements].

4.3 Game log elements visual

[Describe all the visual aspects of the game log elements].

4.4 Other elements visual

[Describe all the visual aspects included in the other elements section].

4.5 Game world visual

[Describe all the game world visual aspect].

4.6 Missions/levels/chapters visual

[Describe all the visual aspects of the missions, levels and chapters].

4.7 Special areas visual

[Describe all the visual aspects of the special areas].

4.8 Game interface visual

[Describe all the visual aspects of the game interface].

4.9 Core game elements sound

[Describe all the sound aspects of the core game elements].

4.10 Game world elements sound

[Describe all the sounds aspects of the game world elements].

4.11 Other elements sound

[Describe all the sound aspects included in the other elements section].

4.12 Game world sound

[Describe all the sound aspects of the game world].

4.13 Missions/levels/chapters sound

[Describe all the sound aspects of the missions, levels and chapters].

4.14 Special areas sound

[Describe all the sound aspects of the special areas].

4.15 *Game interface sound*

[Describe all the sound aspects of the game interface].

5 Experience

[This section explores relevant issues for the game design and the expected quality of the game while the player plays. This will help to establish what is important to test and what to expect from the test on prototypes and future game development phases].

5.1 *Intrinsic gameplay*

[Point out what is important about the game dynamics: The difficulties of the challenges, suitable rewards, clear objectives. And describe what is expected of these important aspects].

5.2 *Mechanic gameplay*

[Point out what is important about the game technical aspects: the quality of cinematics, the quality of the sound or the collision reactions. And describe what is expected of these important aspects].

5.3 *Interactive gameplay*

[Point out what is important about the game interface aspects: the difficulties of the movements, auto-pause or inventory management. And describe what is expected of these important aspects].

5.4 *Aesthetic gameplay*

[Point out what is important about the game aesthetic aspects: for example that enemies look scary, the music inspires epic actions or a fun history. And describe what is expected of these important aspects].

5.5 *Intrapersonal gameplay*

[Point out what is important about the player experience: player feels anxious and scary almost all the time, player feels empathy for the main character tragedy or player gets trapped because he wants to know the new power to be unlocked. And describe what is expected of these important aspects].

5.6 *Interpersonal gameplay*

[Point out what is important about the players experience in multiplayer: player feels he is fighting other player on equal terrain or player feel he has better chances to achieve something in the game if he collaborates with another player. And describe what is expected of these important aspects].

6 Constraints and assumptions

[This section describes the restriction that the game will have and should be taken in consideration when making the game design decisions].

6.1 *Technical constraints*

[Describe the technical constraints. These constraints are usually derived from the platform or the game engine choices. Describe what technical limitations the game has. Some examples of technical constraints can be: no permanent memory or platform only have multi-touch screen].

6.2 *Detailed technical constraints*

[Describe specific limitations derived from the technical constraints. Some examples of the detailed technical constraints are: the game can't be saved or game can't use colors only black and white].

6.3 *Business constraints*

[Describe the business constraints. These constraints are usually derived from business decisions like target kids' audiences, or try to release before a holyday. Describe what business limitations the game has. Some examples of business constraints can be: Game classification should be for all the family or game should be published before December 20].

6.4 *Detailed business constraints*

[Describe specific limitations derived from the business constraints. Some examples of the detailed business constraints are: the game can't have blood or game can't have more than seven missions].

6.5 *Assumptions*

[Describe any design decision based on an assumption. Specify how and when the assumption should be validated].

7 Document information

7.1 *Definition, acronyms and abbreviations.*

[Define all the concepts, acronyms and abbreviations needed to the understanding of this document].

7.2 *Document references.*

[List all the documents referenced by this GDD and specify where they can be found].

8 Attachments

[Add any other information or relevant document to the design of the game].