GDD SHENANIGANS

What is a GDD and why it is so important

I am Pau Fusco Zamora by the way

What is a GDD?

Documentation of a game

Represents the progress of the development

Not the game itself, but a representation of what it will be
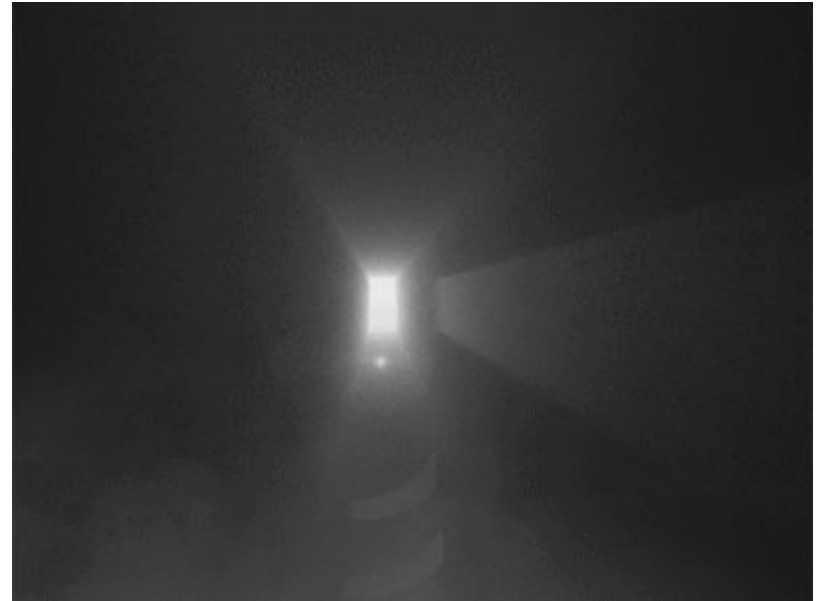
It can change through time

DOCUMENT EVERYTHING.

Why are GDDs important?

They make you think about what you want to develop

Guiding light

Bring new members up to speed fast*

Components of a GDD

Version History

Not included in the document submitted for revision

the number of the version depends on the change done before it

(if it's big, the change in the number is bigger than if the change is small (makes sense))

Keep track of the different versions of the GDD

Progress of the development

General Vision of the game

The idea behind the game

Game Mechanics

What can players do?

- camera
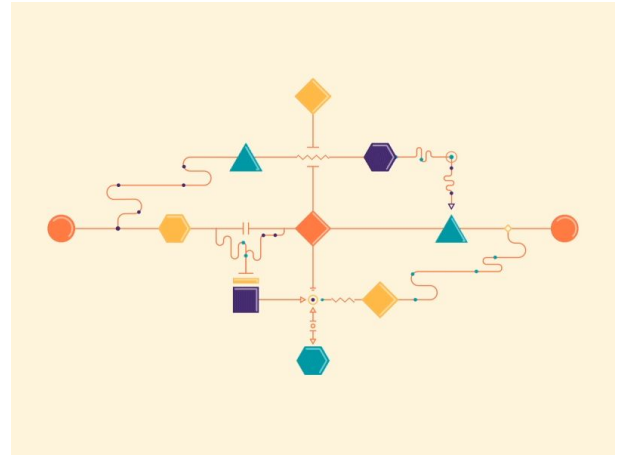- periferics
- controls
- score
- save/load

Game States & Interfaces

Diagram showing the
relationship between them

Game-modes | Menus

Interface design

(colors, theme, etc.)

Levels

The levels or maps in which the game is divided into

- Level Name
- When and How will the Player encounter this Level
- Description of the Level
- Objectives of the Level
- What happens When the Player reaches those Objectives
- Enemies found in the Level (optional)
- Items found in the Level (optional)
- Characters (optional)
- Music & SFX (ambient) (optional)
- reference to that music and sfx

Video Level

- Level Title: HYDRA
- When and How will the Player encounter this Level: PLUTO mission, Star Chart Progression
- Description of the Level: Corpus Capture-type mission
- Objectives of the Level: Capture the target and extract
- What happens When the Player reaches those Objectives: Finish the mission and get rewards
- Enemies found in the Level: Juno Elite Crewman, Nullifier Target, Juno Glaxion Moa
- Items found in the Level: Rubedo, Mods, Credits
- Characters: Player
- Music & SFX: Level Music, Machine sounds
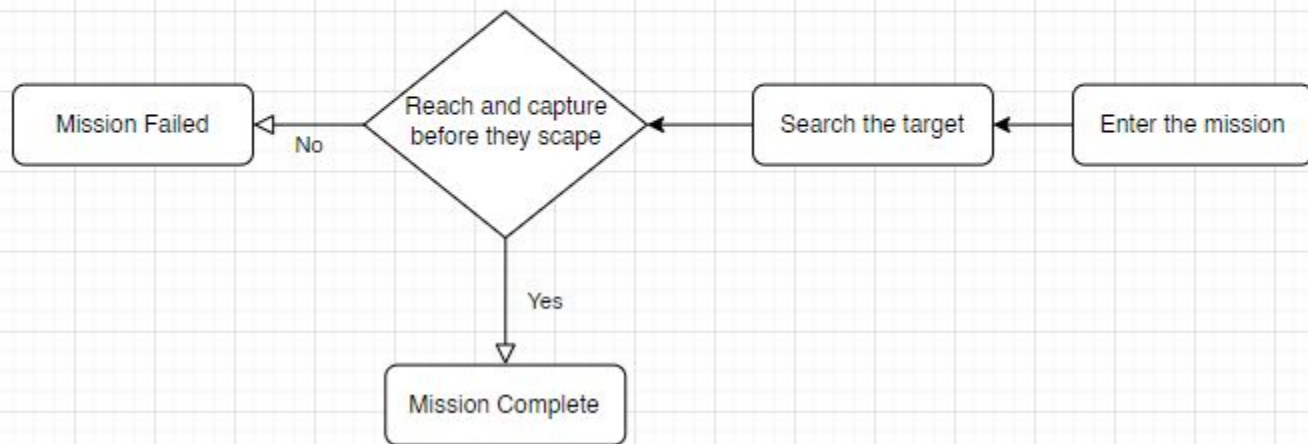- Reference to that music and SFX

Progression

Flux diagram of the game progression (events, levels)

Each game-mode has a specific diagram
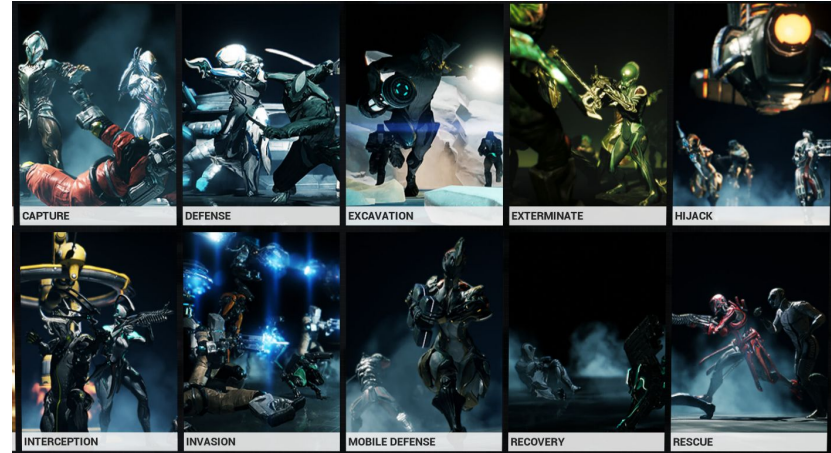
Characters

Main and secondary characters of the game:

- character name
- physical appearance
- image of the character
- concept (conduct, lore, life or biography, social relations)
- when do they appear
- list of abilities (optional)
- list of weapons (optional)
- list of items (optional)
- if npc, describe their purpose

Enemies

Who will the player oppose?

- enemy name
- physical appearance
- when do they appear?
- image
- list of abilities (optional)
- list of weapons (optional)
- list of items (optional)

Abilities

All abilities must be described here

SHROUD OF DYNAR
RANK 3

(TAP) Dynar shrouds Voruna with invisibility and accelerates her speed. Invisibility ends when Voruna attacks. For a short time after invisibility ends, melee attacks have increased Critical Damage and Status Chance and inflict Bleed. Melee kill an enemy during this time to extend the melee buff once per cast.

(HOLD) Dynar guards Voruna, increasing her Parkour Velocity.

LYCATH'S HUNT
RANK 3

(TAP) Lycath hunts to sustain the pack. Enemies killed by melee attacks drop health orbs and enemies killed by headshots drop energy orbs. Increase the duration of Lycath's hunt by killing enemies affected by 5 or more Status Effects.

(HOLD) Lycath guards Voruna with increased Heavy Attack efficiency.

FANGS OF RAKSH
RANK 3

(TAP) Raksh's fangs tear into your enemies. 5 random Status Effects are applied at 10 Stacks each on an enemy. On target's death, spread the Status Effects to other nearby enemies.

(HOLD) Raksh guards Voruna with Status Effect resistance.

ULFRUN'S DESCENT
RANK 3

(TAP) Voruna drops to all fours and prepares 5 brutal charges that lock onto enemies. Ulfrun, the most powerful wolf, leads the attack as Voruna dashes toward her target. The pack deals increased damage to targets and nearby enemies that are inflicted by Status Effects. Lethal attacks double the damage of Voruna's remaining charges.

(HOLD) Ulfrun guards Voruna. If Voruna falls during this time, Ulfrun dies in her place.
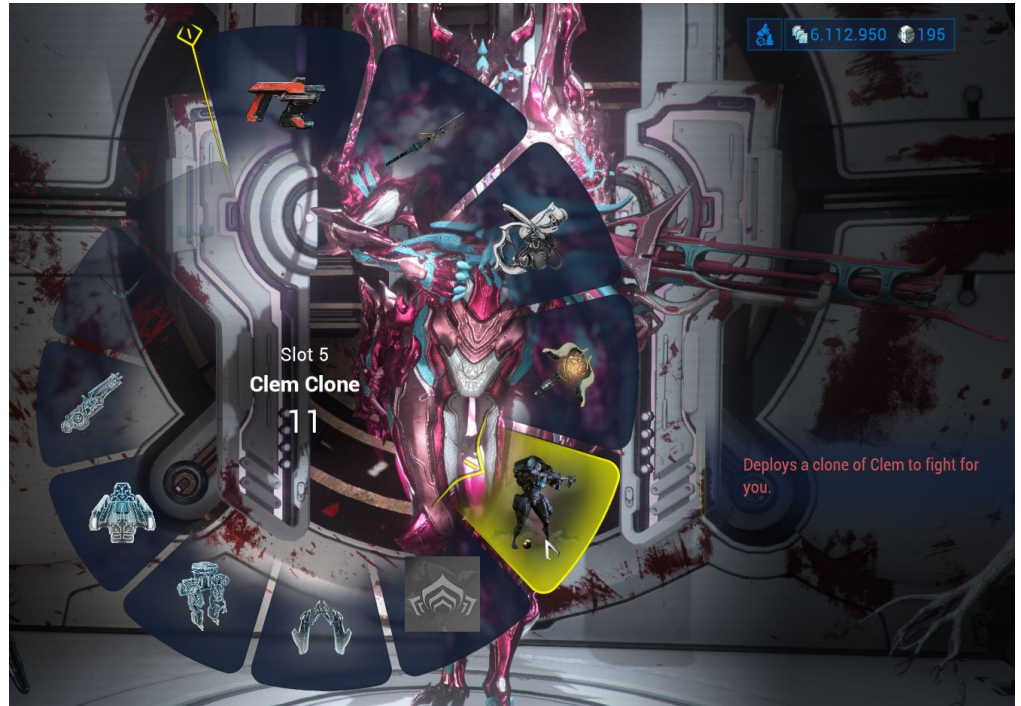
Weapons

All weapons must be described here

A table or list to compare easily between weapons

All Warframe Weapons

Items

All items must be described here

Script

Include names, dialogue, action, transitions

Include all the script for the game, like if it was a theatre play

During the player's fight with the boss, the character delivers an extended monologue about his power.

Look at them, they come to this place when they know they are not pure. Tenno use the keys, but they are mere trespassers. Only I, Vor, know the true power of the Void. I was cut in half, destroyed, but through it's Janus Key, the Void called to me. It brought me here and here I was reborn. We cannot blame these creatures, they are being led by a false prophet, an impostor who knows not the secrets of the Void. Behold the Tenno, come to scavenge and desecrate this sacred realm. My brothers, did I not tell of this day? Did I not prophesize this moment? Now, I will stop them. Now I am changed, reborn through the energy of the Janus Key. Forever bound to the Void. Let it be known, if the Tenno want true salvation, they will lay down their arms, and wait for the baptism of my Janus key. It is time. I will teach these trespassers the redemptive power of my Janus key. They will learn it's simple truth. The Tenno are lost, and they will resist. But I, Vor, will cleanse this place of their impurity.

Achievements

All the achievements the player can get while progressing the game
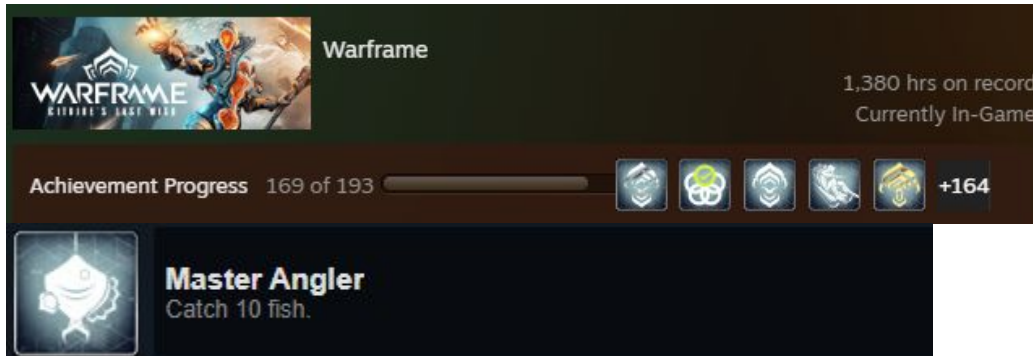
Secret Codes

All the secret codes the player can input

How do they input them?

What do they do?

Music & Sounds

All sound related files

Include their name and a reference number

If ambient music, reference starts with M

If sfx, reference starts with S

Concept Art

All images that show a possible level, character, item, etc.

Numbered with a title

Xaku Concept Art

Team Members

People involved in the project, their roles and how to contact them

[Warframe Dev Team](#)

Production Details

When does production start

When does production end

Approximated budget of the game

15 kromer

Tools

- Nuclino
- Notion
- Mindly (ios, mac or android)