Presentation ideas:
2 parts (30 min)
1st: explain use and components
2nd: make a gdd of a popular game with the class (botw, ⅔ presentations mentioned it)
Maybe show a made gdd before making it as an example. Loose creativity and doubt, maybe loose learning.

- documentation of a game
- the skeleton of a game
- equivalent to a show "bible"
- not the video game itself, but a synthesis of what it will be:
    - concept
    - story
    - genre
    - platforms
    - production team

In [«PROCESOS DE DESARROLLO PARA VIDEOJUEGOS»](#) they propose us this example of a GDD:
- Title: official title of the product
- Studio/Designers: Studio of the game name or game designers
- Genre: the genre of the game. Simulation, FPS, Role, etc.
- Platform: Hardware in which you will be able to play. PC, Xbox Series X, PS5, Nintendo Switch, etc.
- Version: The version of the document
- Synopsis of Playability and Content: Describe the essence of playing the game. Include a bit of the story, characters, etc.
- Category: Compare the game to existing games related to it and its references.
- License: Describe if the game is based on existing IPs. If it's not, describe the IP it creates.
- Mechanics: Describe the playability and control of the game. What does the player do? How do they get to their objective?
- Technology: What hardware and software are necessary to produce the game? From Programming language to sound editor.
- Public: To whom is directed? Who will play? A demographic can be described, but it's easier to tell a player type (casual, competitive, or veteran)

https://eldocumentalistaudiovisual.com/2015/02/06/documentacion-en-videojuegos-documento-de-diseno-gdd/

Utility: [Nuclino](#)

VERSION HISTORY: This exists to keep track of all the different versions of the GDD and the changes it was subject to. The number of the version depends on the changes made to it: if the changes are more radical, the number of changes is bigger and in the inverse. The version history is not included in the document submitted for revision to the developers because it includes dates and could be judged.

GENERAL VISION OF THE GAME: It has to establish the vision and focus of the project that will guide it until the end. This summary has to mention the most interesting, advantages and the originality behind the game. Why would people play this game? The structure is similar to an essay, an introduction has to cover all the essential aspects while the subsequent paragraphs detail what we previously mentioned. Ultimately, a conclusion must leave the reader with the hype and expectation to play the game.

GAME MECHANICS: This section mentions what players can do and how they do it. Describe what actions players can make, preferably in the order in which they will encounter them in the game.

- Camera: Describe the type of camera used. This means the players' perspective in front of what they are looking at in the game, 3D or 2D, isometric, first person, etc.
- Periferics: What will players use to realize the mentioned objectives? Include everything applicable: Keyboard, Mouse, both of them, gamepad, microphone, etc.
- Controls: Describe the buttons or keys that will be used to interact with the game and realize the actions described in Game Mechanics.
- Score: Explain how the game will keep track of the players' progress. Include if the game will have some type of leaderboard (online or local).
- Save/Load: Describe how the player will save their progress and objectives and how they will continue to progress pending ones. Similarly, describing what storage methods will be used or if the game will have a password system.

GAME STATES: A game state defines the place in which the player encounters themself inside the game, be it Main Menu, Multiplayer, Pause Menu, etc. The diagram has to visually represent the relationship between these states: if the Main menu can go to the options menu, How does it do that? What is executed? What interface is shown? etc.

INTERFACES: Interfaces give interactivity between the player and the game, in this section, we describe the appearance of the game: colors, theme, etc. It is important to leave a visual impression and obviously be related to the game concept.

- Name of the screen: The name of the screen, if it's a menu or HUD.
- Description of the screen: What is the use of this interface?
- Game states: Make a list of all the game states that invoke a particular screen, also the states that can be invoked from it. A concept of how the screen will be.

LEVELS: Games normally are divided into sequential levels or maps, which have to accomplish multiple objectives to be able to progress through the game. There are games in which the thing that changes between levels is the difficulty, not the objectives. This will also be described in this section.

- Level title: The name of the level.
- Encounter: Describe if it's the first level, tutorial, etc. When and how will the player reach the level?
- Description: A detailed description of the level.
- Objectives: What does the player do to finish the level? This must include puzzles or slaying specific enemies to progress.
- Progress: Describe what happens when the player finishes the level.
- Enemies: If the level has enemies, these will be listed here, if not, this section can be omitted.
- Items: Number the items the player or the enemies can use and that appear in this level. If no items appear, this can be omitted.
- Characters: The characters that appear in this, similarly, this camp can be omitted if there aren't any.
- Music and SFX: Describe the music and the ambient sound effects said level has.
- Reference to BGM y SFX: Write all the references of music and ambient SFX which are described in the Music and Sound section.

PROGRESSION: Sequentially number or make a flux diagram of the events or level the player must go through to progress through the game. Some games have different game modes. These will need specific lists or diagrams.

CHARACTERS: The main and secondary characters that will appear in the game. This section can be omitted if the game has no characters.

- Character name: The character's name.
- Description: Describe the detailed physic appearance of the character, if it is human or alien, clothes, etc.
- Image: A photo or concept art of the character.
- Concept: Describe the conduct and how they act, and also their motives. Mention if they are the main enemy or character. The concept could also be explained as the lore of said character, their life or biography, detailing also the social relations with other characters.
- Encounter: When do they appear?
- Abilities: A list of the abilities of the character.
- Weapons: The weapons they use.
- Items: Their items.
- NPC: If they are an NPC, describe their purpose for the game and/or player.

ENEMIES: The enemies that stay in the way of the player. Machines, other characters, monsters, etc.

- Name: The name of the enemy.
- Description: Describe their physical appearance and their behavior.
- Encounter: When do they appear in the game?
- Image: Photo or concept art of the enemy.
- Abilities: List the abilities of the enemy.
- Weapons: List the weapons of the enemy.
- Items: List the items of the enemy.

ABILITIES: Characters and enemies can have different abilities out of their common actions, which must be described in this section.

WEAPONS: In this section, the weapons that appear in the game will be described.

ITEMS: All the unique items that help the player to progress and realize the objective will be mentioned here.

SCRIPT: In this section, all the dialogs of the game will be included. These can be varied or nonexistent depending on the nature of the game. This script must include names, dialogue, action, and transitions.

ACHIEVEMENTS: Description of the different achievements the player can get while progressing through the game. These can give medals, secret characters, or extra points.

SECRET CODES: Description of the secret codes the player can input, what they do, and how they are imputed.

MUSIC AND SOUNDS: The music and/or sounds that will be used in the game, name, and description, next to a reference number. If this is ambient music, the reference must start with 'M', next to the reference number. If the effect is a sound, it will start with 'S'.

CONCEPT ART: All the images that show a possible level, character, item, etc. Will be included in this section and must be numbered and with a title.

TEAM MEMBERS: Information about the people involved in this project, with their names, roles, and media through which you can contact them.

PRODUCTION DETAILS: Before entering production, some project details must be defined:

- Start date: When does the production stage start?
- Termination date: When does the production stage end?
- Budget: An approximation of the budget of the game.