Your Game Design Document shall answer the following questions:

• States & Modes

Document every state and mode in your game. Here are some examples.

What is the first thing that the player sees?

Do you have a start screen?

Do you have a start menu? What are the options? Where can the player go next?

What does the game screen look like? If the game has a pause feature, what will the player see? A menu? An inventory? Or does the screen just freeze?

Is there a high score list? How does it work?

What happens when the game ends? Are there different game over screens depending on if the player Win or lose?

It's recommended that you make a flowchart in order to keep track of how the different states and modes are linked together.

• GUI
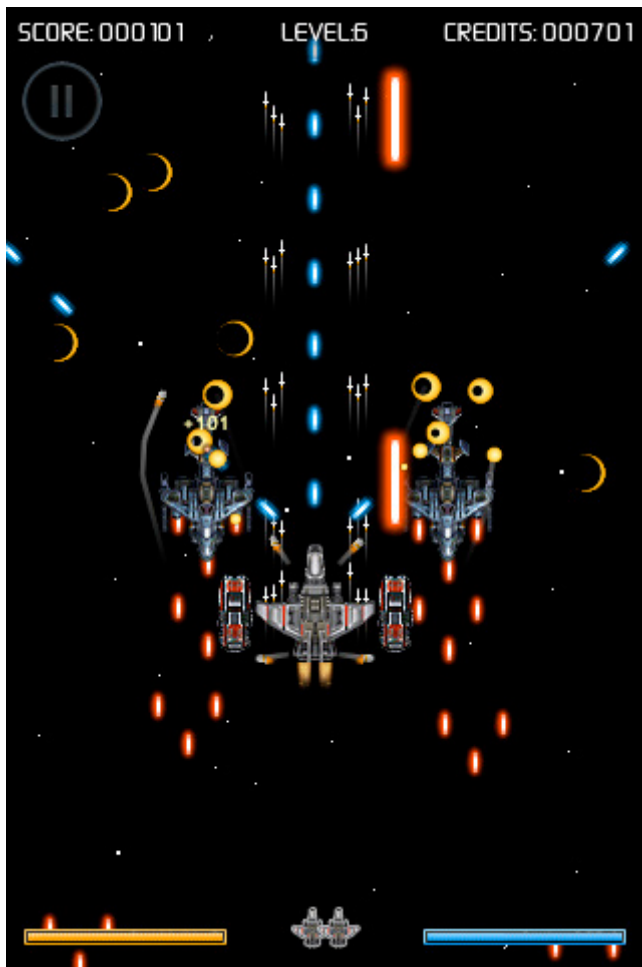
Document everything about your GUI. Here are some examples.

What's the visual representation of points? Health? Power Up's? Mana? Ammo? Etc.

What's the feedback when the GUI is updated?

Why is it vital that a certain information is visible for the player?

What type of GUI is you using and why?

What does your HUD look like?

How is your GUI presented?

I recommend that you also read this

http://www.gamasutra.com/view/feature/4286/game_ui_discoveries_what_players_.php

• **Avatar**

Document everything about the avatar. Here are some examples.

What abilities and movement patterns does your avatar have?

Health, mana, power up's, weapons, etc? How do they work? What are the bullet patterns?

How do you control the avatar?

What's the visual representation of the avatar?

What type of feedbacks does the avatar represent regarding visual, audio and control? What happens if the avatar is hit by an enemy or object for example?

• Controls

Document everything about the controls. Here are some examples.

How does the player navigate your game?

How do you control your avatar?

How do you navigate menus?

What does each button do?

• Enemies/traps

Document everything about the enemies. Here are some examples.

What abilities and movement patterns do your enemies have? Attack patterns? Bullet patterns?

What type of attacks does it have? How much damage does it make? Health, mana, weapons, etc?

What's the visual representation of the enemies?

What types of feedback do the enemies represent regarding visual and audio? What happens if the enemies are defeated?

• Power-Ups

Document everything about the power up's. Here are some examples.
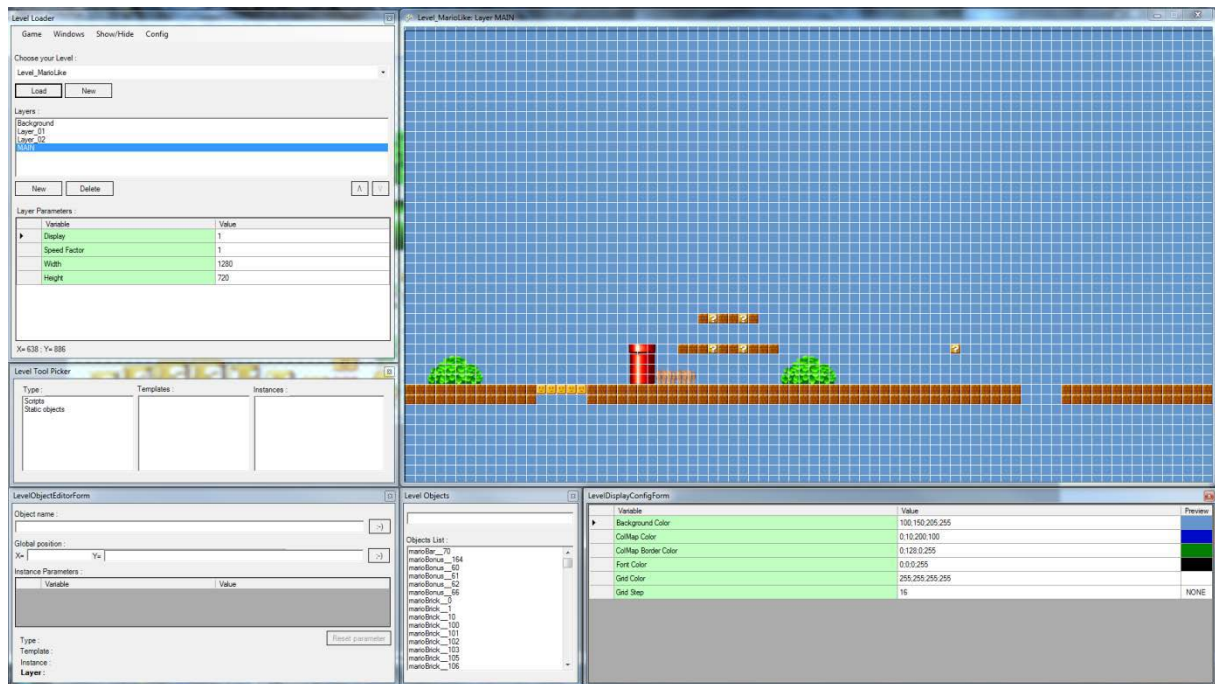
What extra or new abilities do they bring?

How do you use them?

Do they have a restraint? Is it represented by time? By user points?

What's the feedback for picking up, using and losing the power up?

• Leveldesign

Document everything about the level design. Here are some examples.

What static objects are your levels made up of? Do you have different visual representation of static objects for different environments? Example, do you build walls out of sand in a dessert and out of ice in the arctic?

How is moving objects represented visually? What are their moving patterns? What is the visual representation?

Time restraint? How is time represented?

What other objects are your levels made up buy?

How does the level start and end?

What enemies roam the level and their position?

What power up's are in the level and their position?

What is the background visual?

What are the limitations of the world? How is it represented?

Do you have parallax?

How do you present obstacles and challenges to the player?

• Rules

Document everything about the rules. Here are some examples.

What are your win/lose criteria?

How do you calculate the final score? Can you get a bonus? What is considered a reward and what type of player procedure do you want to reward and how much?
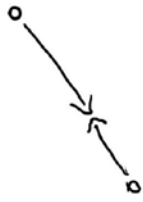
How many extra lives does the player have?

What type of game procedures are there?

How is damaged calculated?

What are the different stats for avatars, enemies, power up's, environment, etc? Health? Ammo? Time restraints?

• MDA

Mechanic   **Dynamics**   **Aesthetics**

Set your aesthetic goals.

Define your aesthetic goals.

What should the player experience if you've done your job successfully?

What are the modes of failure?

How does the game dynamics support your subject matter (Aesthetics)?

Are the game dynamics and the subject matter in conflict?

How does your choice of subject matter influence your design process?

I also recommend you to watch this

http://www.youtube.com/watch?v=m9OmHK2b6fE