

**Pinball Racer**

**“[TagName]”**

**Design Document**

**Rev. 1.0**

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# Executive summary

# [Describe the game in two or three paragraphs: basic setting, interesting aspects.]

# Overview

[Box Shot Ref]

|  |  |  |  |
| --- | --- | --- | --- |
| **Title** | **Pinball Racer** | | |
| **Tag Line** | **“[TBD]"** | | |
| **Genre** | Racing Game | | |
| **Platforms** | PC (3D) | | |
| **Setting** |  | | |
| **Plays Like** |  |  |  |

[Box Shot]

[Story/Plot]

## Market

## Gameplay and Mechanics

## 

## Selling Points

## Reference Art

## Related Games

# Related games

## *[Game 1]* [Box Shot]

|  |  |
| --- | --- |
| **Author:** |  |
| **Release Date(s):** |  |
| **Genre:** |  |
| **Platforms:** |  |
| **Market:** |  |

Box Shot Ref

### Overview & Design

### Unique Selling Points, Success & Failures

### Influence on Our Game

## *[Game 2]* [Box Shot]

Box Shot Ref

|  |  |
| --- | --- |
| **Author:** |  |
| **Release Date(s):** |  |
| **Genre:** |  |
| **Platforms:** |  |
| **Market:** |  |

### Overview & Design

### Unique Selling Points, Success & Failures

### Influence on Our Game

## *[Game 3]* [Box Shot]

|  |  |
| --- | --- |
| **Author:** |  |
| **Release Date(s):** |  |
| **Genre:** |  |
| **Platforms:** |  |
| **Market:** |  |

**Box Shot Ref**

### Overview & Design

### Unique Selling Points, Success & Failures

### Influence on Our Game

# Player composites

## Primary Market:

### Primary Profile 1

## Secondary Market:

### Secondary Profile 1

### Secondary Profile 2

# World

## Setting

|  |  |
| --- | --- |
| Era |  |
| Theme |  |
| Tone |  |

## Narrative

## **Back Story**

# Game Characters

## [Character Name]

|  |  |  |
| --- | --- | --- |
|  | **Motivation:** |  |
| **Physical Description:** |  |
| **Likes and Dislikes:** |  |
| **Family & Friends:** |  |
| **Enemies:** |  | |
| **Education:** |  | |
| **Occupation:** |  | |
| **Transportation:** |  | |
| **Tools/ Weapons:** |  | |
| **Clothing:** |  | |

# Progression graph

Figure ‑ Plot graph for menus

Figure ‑ Plot Graph for gameplay

# Art direction

# UI Storyboards

# Tags and dialogue

## Script and Dialogue

## Tags

A string localization system is used to keep track of these tags in the code. The following is the table called Strings.resx which can be used to access each of the tag values from anywhere in the code.

|  |  |
| --- | --- |
| Tage Name | Tag Value |
| [Tag Name] |  |

Note: Any other tags found in the game are N/A by default

# Technology plan

## Programming Technology

### Microsoft Visual Studio 2010

### XNA Game Studio

### Assembla

### Git

## Art Asset Technology

### [Art Program 1]

### [Art Program 2]

### Websites

## Management Technology

### Microsoft Word

### Microsoft Excel

### Microsoft Visio

### Creately.

## Hardware Technology

### PC

# Software Architecture

Figure ‑ Architecture

# Controls

## Main Menu

### Player

# Level design

## [Game Name]

Figure ‑ Game Name

## Instruction Screens

Figure ‑ Instruction Screens

# Mechanics analysis

## [Mechanic 1]

## [Mechanic 2]

# Artifical Intelligence

## Individual AI Movement

## NPC Path Finding

## NPC Decision Making

## NPC Strategic AI

# Physics

# Results / Conclusion of Project

# User Manual

# Schedule & Related Elements

## Meeting Minutes

### [Meeting 1 dd/mm/yyyy]

## Schedule

Figure ‑ Gantt Chart Development Schedule

# Budget

[Short description]

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Artefact Type** | **Artefact Description** | **Cost (Hours)** | **Initials** |
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# Change log

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| **Date Modified** | **Rev. #** | **Content Modified** | **Modifed by** |
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# Appendix A References

# Appendix B Credit

This is where the credit for multiple assets used in the creation of our game is.