**<Name of your game>**

**Design Document Template BETA**

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**What is this document for?**

Documenting your design is the crowning step to crafting it; an amazing, ultimate, innovative design is useless if it has not been expressed understandably. If you make the effort of conceiving a really good design, you *have to* make the effort of describing it in enough detail, without ambiguity, and organized so that others can quickly find needed information. Otherwise, your effort will have been wasted, because the design will be unusable.7

Most of you are used to work with vision documents and software requirements document; a game design document is different in that its main goal is to keep the reader excited, although all three documents have to inform. The game design document is your game’s vision document. If you do not feel ready to write such a document, let the group’s game designers know of your idea; one of them will be pleased to work with you to make your game as good as possible – and write the design document for you! However, do not feel outraged if your idea gets rejected or significantly modified, as most ideas are bad ideas in the first place.

On to the design document: a design document describes in detail the game you are going to make; without it, there is no game – just an idea. It is the main project reference for your team to know what to build – if you keep everything in your head, the end product won’t be what you expected. I’d like to quote Tzvi Freeman on that one: “*A complex project involves many talented people. Skilled programmers and artists tend to have minds of their own. While you intend to create a horse, the artist may be envisioning a unicorn and the programmer a highly efficient camel.2*” Also, this document will have to be approved by the administration of the group, so it has to be complete or your project won’t get the go ahead. Because we are a student group and we do not want to be burdened with a large amount of documents, you will also use this document to explain the technologies you plan to use for your project, as well as the resource it requires. For the same reason, this document will also help you see if your project is too ambitious. If you can’t find the time to finish it, it most likely is.

Since most of you aim to work in the video games industry, you have to get used to work with design documents, because you will work with them your entire career. If you aim to be a game designer, you will have to write or contribute to them; if you want to be an engineer, a programmer, an artist, a producer or a manager, you will have to read them.

Maybe you are still wondering why you have to write this document. Well, if you are, just know that without it the administration cannot know of your project, because we cannot read in your head, so it won’t get approved. Maybe you are wondering why your project has to be approved in the first place. Well, it does not really have to; you can do it on your own. But if you want to use the group’s resources, it has to. We do this because we want to replicate the industry’s business, and no [minimally large-scale] game has ever been approved without a design document. Or maybe some have, but they should not have been.

This document is an outline showing you all the details you need to know about your game before development can start. You can add additional details if you desire, but the sections specified here are mandatory. The text located between brackets is meant to be replaced by the details about your game; if there are any sections that do not relate to your game, just say they are not applicable, but don’t forget to justify why, too. Before submitting your document for consideration, remove all text colored in blue, but most importantly, have a member of your team or a friend read it; his questions will help you to complete it. Your vision of the game has not been accurately conveyed if your reader still has major questions about what your game will be or how it will work after reading your document.

**Guidelines**

“*Crucial, Vital, and Urgent: This document must be maintained under one person's supervision only.*”2

*“Don’t get too personal with the design. Game design is a collaborative process. The functional specification should have joint ownership. This keeps people from feeling isolated and more a part of the process, and it makes the documents feel less like marching orders and more like a plan. The team members are also much more likely to read something that they helped put together. Criticism is then aimed at the design not the documenters who put is all together; thus making the team more comfortable and productive in offering their criticism.”*4

Doing your design document right will ensue in your project being developed accurately. Here are a few guidelines on how to do this:

First of all, you need to do more than just describe your game; you have to detail its essence, its heart. You need to describe the purpose of your game and how it feels to play it. The reader has to feel enthused as if he were playing the game for the first time. Do not forget about your audience either; most design decisions should be motivated by it.

Make sure your document is easy to read (you should be okay if you follow this outline); no one will want to read it if it looks like a pocket bible or code documentation. Designs written for the reader will be read, those written for the convenience of the writer, won’t. Moreover, writing for the reader is polite; the efficiency of your document is enhanced if you make it easier for the reader. Leave plenty of white space, make sure the headers stay easily visible and try to use tables or charts when you can; and try to make them look good, too. Remember that you are not aiming for a high page count; doing so would only make you ramble uselessly. Concise is better than long.

Edsger Dijkstra once said that he would happily spend two hours pondering how to make a single sentence clearer. He reasoned that if the paper were read by a couple of hundred people – a decidedly modest estimate for someone of Dijkstra’s caliber – and he could save each reader a minute or two of confusion, it was well worth the effort.7

GarnageBinExpress the relative importance of every major element. Let the reader know which parts might be subject to change, and which have to remain the same. Try to identify the elements that can be eliminated or modified, in case there are not enough resources to finish the game in time. Indicate important elements which were rejected, so they won’t be brought up again. This is especially important if you change elements after getting playtest feedback; use the icon on the left to identify these.

Detail as much as humanly possible; if your document does not contain enough detail, it won’t be, even nearly, as useful as it could have been. Your reader has to know every detail about your game – leave no room for interpretation. Use charts and tables to go into details about numeral elements; Demonstrate important elements with sketches, animations, or a prototype, when applicable, but do not forget to describe them in words as well! You’ll know you’ve done this right when the game developed by your team is exactly like the idea you had in mind in the first place. Do not only detail what your game will be, but also how it is going to work. For example, if your game has shops, how do they work?

Provide alternatives for when things go wrong. If you plan your game to have 50 spells, you may not have time to implement all of them. Detail one or two alternatives where you might only have 25 or 10; which spells do you keep? Find the most risky elements; these are the ones you need to find alternatives for. For example, you do not need to find alternatives to a standard platform movement system, but you should do so for an experimental combat or skill system.

Record rationale, it will save you a lot of time in the long run. Do so for important design decisions as well as rejected elements; when those elements later come under scrutiny or pressure to change, you will most likely find yourself revisiting the same arguments and wondering why you did not take another path. If you plan to tweak an element, let the reader know.

Make sure your document can support change. You all know how ineffective the waterfall model is; allow your team to take your document through iterations. Avoid unnecessary repetition, but if you have to, make sure related content is cross referenced, so that modifications are applied everywhere they need to be – you wouldn’t want an artist to develop a character model you won’t use. Detail the experience of the game well, so that all modifications are made in that sense; identify the elements that cannot be changed, and refrain from doing radical modifications on them once development has started.

Accept feedback. Game development is a collaborative process, and your design will only get better with intelligent input. This document does not remove the need for design meetings, but is rather made better by them. You should take the time to iterate on your design, and organize a lot more than one meeting before submitting it – you do not know when the idea you need to complete it is going to hit a member of your team. Moreover, getting your team’s opinion before writing the better part of your design document can help you reach a common accord faster, and more easily.

Everything should be in this document. If a member of your team does not know how to do something, you do not have a complete design document. Make sure that every major element is demonstrated graphically at least once, whether it be by sketches or artist drawings. You should be confident enough in your document for your team to develop the game you aim for without further input (which won’t be the case, of course).

Tables, charts, diagrams, annotated drawings, pictures and screenshots – use them! And when you do, make sure you describe them accordingly; just showing a picture is not enough. When you want to represent a series of conditional events, there’s nothing better than drawing a flowchart.

Start with the exciting/interesting points, and then detail them. You wouldn’t want a reader to miss important information because he did not read one of your sections entirely.

Do not forget we are a student group! Make sure your project is not too ambitious. Depending on its scope, a team of less than ten students should be able to complete it in less than a year, working only part-time. If possible, try to reuse existing assets. If you plan to try experimental technologies, limit them to one area of your game.

Remember, this is not an academic report; it has to be clean and usable. Ideally, try to bind the printed version in a nice way. A lot more people than you think might read this document, so make it professional. Also remember that this is not a vision document; it has to be written in an entertaining way. Contrarily to a vision document, where you want to be as concise a possible, you must aim to be as thorough as possible. Never list stuff without giving details about them! However, since it is not a professional document, know that some parts of it were left out; that means you do not have to worry much about budgeting, market analysis and legal matters, but you do have to assess the team you will require to bring your game to completion.

And last, but not least: if you ever want to make changes to your design, do not forget to consider the effects these changes might have on your entire game. For example, you might want to introduce a new type of enemy in your game, but how will that affect the other enemies around it? Adding a cute and aggressive bunny within an army of blood thirsty ogres might not be a good idea – even if you think it would be funny. Do not forget the essence of your game! But please do forget about strippers.

**Modification History**

This section details significant modifications made since the last release. It does not list grammar corrections, but lists added/removed elements, and the purpose of the modification.

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| --- | --- |
| **Version** | **Modifications** |
| <1.0.1 or 1.1.0> | * <Use bullet points to describe each modification.> |
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# User Experience

## Overview

On incarne un home d’affaire puissant et corrompu, qui doit, suite à une fuite d’information lors d’une transaction, s’expliquer en cours au sujet de ladite transaction. Au tribunal, on demande à l’homme de raconter ce qu’il a fait de cette journée, s’il a un alibi. Le jeu est donc la reconstitution et le plaidoyer de l’homme, en tentant de se créer un alibi en ne se faisant pas voir dans son lieu de travail.

## Deployment

Étant un sujet d’actualité, le jeu pourra toucher beaucoup de monde. Il sera développé sur Windows Phone.

## Background

Commission Charbonneau : Cette commission nous inspire dans le fait que beaucoup de monde est corrompu dans notre société. Ainsi, puisque nous vivions dans une société corrompue, les joueurs ne seront pas dépaysés.

The Classroom : Jeu dans lequel un élève doit tricher sans se faire voir de son professeur.

Elite Beat Agents : La narration de l’histoire serait faite à partir cutscenes de style bande dessinées avec narration audio (si possible), notre jeu à également une façade humoristique. <https://www.youtube.com/watch?v=26i8Qkj4BSc&playnext=1&list=PL39155CA2F2706A98&feature=results_main>

Hitman : Notre personnage va utiliser de plusieurs ruses pour ne pas se faire reconnaître, notamment l’utilisation de déguisement, voir les vêtements des personnages du jeu, point important du jeu hitman.

Linerunner : À chaque 3 ou 4 niveaux, le jeu deviendrais un runner contre la montre à travers une étage de la tour à bureau. Le gameplay ressemblerait alors à celui de ce petit jeu amusant, en plus de pouvoir aller de haut en bas afin d’éviter les ilots de bureaux ou des personnages.

Zelda sur Gameboy : L’idée d’avoir des sides-quest dans lesquels le personnage doit aller conclure des affaires et serrer des mains avec des personnes influentes afin de garder des contacts privilégié avec les autres magouilleurs. Ces quests peuvent nécéssiter l’acquisition d’items.

## Key Features

<Detail your game’s key features here. Think of these as a series of bullet points that might appear at the back of your game’s box; these are points that set your game apart from other games! Provide a short explanation for each of them, but the title of the feature should be self-explanatory.>

* + 1. **Narration BD**

<Describe the main key feature here.>

* + 1. **Niveau de style casse-têtes**

<Describe the second key feature here.>

* + 1. **Niveau Variés et difficiles**

<Describe the second key feature here.>

* + 1. **Trame sonore originale (avec des voiceovers)**

<Describe the second key feature here.>

* + 1. **De multiples secrets et missions secondaires**

<Describe the second key feature here.>

* + 1. **De multiples images de fin.**

<Describe the second key feature here.>

## Depth

<A game should be easy to learn, but hard to master; this means it should be easy for anyone to pick up and play, allowing them to understand the rules easily, but at the same time presenting elements of complexity for more experienced players to enjoy. How is your game easy to learn? How is it hard to master? Does it require reflexes, strategy or something else to master? Are there elements of competition? Try to think of other ways to make your game easy to learn but, hard to master!>

## Reward System

<How is the player rewarded for playing the game? Which elements give him a feeling of accomplishment? Describe these elements in detail. Example of reward systems: levels (as in leveling up), scores, rankings, user created content, etc.>

## Meaningfulness

<Detail here what the player will learn by playing your game. Does your game have morals, lessons, something you want to teach the player? This part is important, but not essential. Your game has to be fun in the first place, or no one will play it; then, you can add meaning to it (but if you plan to add meaning to your game, keep it in mind from the beginning of design).>

## World

*You might be looking for the* [*art style*](#_World)  *or* [*music style*](#_World_2) *of the world.*

<Detail the game’s world here. Include all locations that can be visited by the player as well as those which compose the lore of the game, but cannot be visited. List the events, characters and objects that can be found in each location. Try to detail the locations in the same order as they appear during gameplay. If possible, include a map.>

* + 1. **Location 1**

<Describe the sound produced by the game when a button is clicked.>

## Collectibles, Easter Eggs & Unlockables

*You might be looking for the* [*location*](#_Alternative_Scenarios) *of some collectibles, Easter eggs & unlockables.*

<If your game has collectible items, Easter eggs or unlockables, detail them here. How do they add to the experience? How does the player obtain them? If he obtains them during normal play, such as in hidden areas, make a reference to where they are located in the [alternative scenarios](#_Alternative_Scenarios).>

# Gameplay

## Objectives

<Describe the objective(s) of the game here. Give as much detail as possible. What is the main objective of the game (victory condition)? What are the secondary objectives of the game? Why would the player want to reach the objective(s)? Does your game have high scores leaderboards? What is recorded on them? How can the player achieve a higher score? Why would he enjoy that? Don’t make the players compete over something boring.>

* + 1. **Objective 1**

<Describe objective 1 here.>

## Mechanics

<Describe the gameplay mechanics here. What is the main gameplay mechanic? Is it turn-based, continuous or something else? Describe how they are achieved and their use to the player. If the mechanics change or evolve through the game, detail how and why it happens. If the player has many options, like different characters he can choose from, detail how the mechanics are different for each of them, if it is the case. Is every mechanic really needed? Some players might be put off by too many mechanics, or too complex ones. Simple is often better than complex; don’t make playing your game a burden.>

* + 1. **Mechanic 1**

<Describe mechanic 1 here.>

## Rules

<What are the rules of the game? How do they affect gameplay? Justify each one by explaining their expected impact on the game. This section is especially important in the case of sport games or strategy games. In the case of adventure games, things like “If the player falls in a hole, he dies and loses one life” are considered rules.>

* + 1. **Rule 1**

<Describe rule 1 here.>

## Controls

<Describe the control schemes here. How can the player trigger each game action? Can the controls be changed? How? Do they change during gameplay? Why? How does the player know? Are players used to your control scheme? If they are not, why are you opting for a new control scheme? Gameplay does not justify bad controls.>

## Interactive Elements

<What can the player interact with in the game? Can he pick up items, move units, build structures, talk with NPCs, attack enemies, move pieces, etc.? How does he interact with them? What is the goal of each interaction? How are they presented to the player? Do not assume the players will just know how everything works right away.>

## Physics

*You might be looking for the* [*art style*](#_Physics_1) *of physics.*

<How do the game objects react physically? How is movement regulated? What about projectiles, collisions? Detail how physical reactions change according to the related attributes of the cause; for example, would a bullet from a Glock pistol cause the same physical reaction as one from an M16 rifle? Detail the condition under which every reaction works. This section is especially important in games including vehicles, such as racing games and some FPSs.>

## Characters & Units

*You might be looking for the* [*story*](#_Characters_&_Units_2)*,* [*art style*](#_Characters)*, or* [*sounds*](#_Characters_1) *of characters & units*.

<Detail all of the game’s key characters here. For each of them, list their skills, abilities, attributes and statistics. Since these values will have to be tuned later, just give them a relative value; for example, very low to very high, or 1 to 10. Also detail what the character’s gameplay role is, and any other useful information. Every character or unit should have a specific gameplay role – if it does not, maybe it isn’t useful to have it in the game. Start with the character which the player plays (the hero). What gameplay characteristics make each character or unit compelling? This section is especially important if your game is an RTS.>

* + 1. **Character 1**

<Describe character 1 here.>

## Vehicles & Buildings

*You might be looking for the* [*story*](#_Vehicles_&_Buildings)*,* [*art style*](#_Vehicles_&_Buildings_1)*, or* [*sounds*](#_Vehicles_&_Buildings_2) *of vehicles & buildings*.

<Detail all of the game’s key vehicles and buildings here. For each of them, list their use, abilities, attributes and statistics. Since these values will have to be tuned later, just give them a relative value; for example, very low to very high, or 1 to 10. Also detail what the vehicle/building’s gameplay role is, and any other useful information. Every vehicle or building should have a specific gameplay role – if it does not, maybe it isn’t useful to have it in the game. Start with the vehicles and buildings the player has access to, and end with NPCs’ and enemies’. What gameplay characteristics make each vehicle or building compelling? In the case of an RTS, most vehicles are considered as units. This section is especially important if your game is an RTS, in which case you should detail the units a specific building allows you to build and the upgrades it offers.>

* + 1. **Vehicle 1**

<Describe vehicle 1 here.>

## Weapons, Upgrades & Power-ups

*You might be looking for the* [*story*](#_Weapons,_Upgrades_&)*,* [*art style*](#_Weapons,_Upgrades_&_1)*, or* [*sounds*](#_Weapons,_Upgrades_&_2) *of weapons, upgrades & power-ups*.

<Detail all of the game’s weapons, upgrades and power-ups here. For each of them, detail their purpose and characteristics, such as damage, speed and range. Since the characteristics’ values will have to be tuned later, just give them a relative value; for example, very low to very high, or 1 to 10. Also detail what the weapon/upgrade/power-up’s gameplay role is, and any other useful information. Every weapon, upgrade or power-up should have a specific gameplay role – if it does not, maybe it isn’t useful to have it in the game. Detail what makes each weapon, upgrade or power-up compelling. Start with the weapons the player has access to, and end with NPCs’ and enemies’. Use tables or charts, if applicable. This section is especially important if your game is an RPG, an RTS or an FPS.>

* + 1. **Weapon 1**

<Describe weapon 1 here.>

## Skills & Abilities

*You might be looking for the* [*story*](#_Skills_&_Abilities)*,* [*art style*](#_Skills_&_Abilities_1)*, or* [*sounds*](#_Skills_&_Abilities_2) *of skills & abilities*.

<Detail all of the game’s skills and abilities here. For each of them, detail their purpose and characteristics, such as damage, speed and range. Since the characteristics’ values will have to be tuned later, just give them a relative value; for example, very low to very high, or 1 to 10. Also detail what the skill/ability’s gameplay role is, and any other useful information. Every skill or ability should have a specific gameplay role – if it does not, maybe it isn’t useful to have it in the game. Detail what makes each skill or ability compelling. Start with the skills and abilities the player has access to, and end with NPCs’ and enemies’. Use tables or charts, if applicable. This section is especially important if your game is an RPG, an RTS, or an adventure game.>

* + 1. **Skill 1**

<Describe skill 1 here.>

## Inventory, Objects & Items

*You might be looking for the* [*story*](#_Objects_&_Items_1)*,* [*art style*](#_Objects_&_Items)*, or* [*sounds*](#_Objects_&_Items_2) *of objects & items.*

<If your game has an inventory system, detail it here. Also detail all the objects and items in the game; describe their function, how they are used, where they come from, etc.>

* + 1. **Inventory**

<Describe the inventory here.>

* + 1. **Item 1**

<Describe item 1 here.>

## Puzzles & Challenges

<If your game has special puzzles or challenges, detail them here; detail how the player is supposed to solve them, and give each of them a relative complexity.>

* + 1. **Challenge 1**

<Describe challenge 1 here.>

## Game Intelligence & Behavior

<If your game has any kind of artificial intelligence, detail it here. What choices does it make, and why? Can it learn? How? What are all the possible reactions, and what trigger them?

Also detail here all of the different behaviors of your game’s non-player characters and enemies. What do they do when they notice the player? Do they attack him automatically? How? Do they have strategies? Do they need path finding? This section is especially important if your game is an RTS.>

## Multiplayer

<Does the game have multiplayer? What are the modes? How many players do they support? For each mode, detail the objective, the rules, the mechanics and the controls (refer to the main mechanics and controls if they are similar or do not change at all). Detail every difference between single and multiplayer gameplay.>

* + 1. **Mode 1**

<Describe mode 1 here.>

## Balance

<Detail here how you plan to balance the single and multiplayer elements of your game.>

* + 1. **Single Player**

<Detail the balance of single player gameplay.>

* + 1. **Multiplayer**

<Detail the balance of multiplayer gameplay.>

## Tutorial

<If your game has a tutorial, describe it in details. What is taught to the player, how is it taught, and in what order?>

## Interfaces

*You might be looking for the* [*art style*](#_Interfaces_1) *of interfaces.*

<Detail all the game’s interfaces here. How does the player use them? What actions do they allow? What text is displayed? Detail every element of each interface; describe their behavior in every condition you can think of. This section should be a list of requirements that the GUI developer uses to create the interfaces.>

* + 1. **Main Play**

<Describe the main gameplay interface here. What can the player see and use while he is playing? Is there a HUD?>

* + 1. **Main Menu**

<Describe the main menu interface here.>

* + 1. **Additional Interface**

<Describe additional interface here.>

## Interface Objects

*You might be looking for the* [*art style*](#_Interface_Objects_1) *or* [*sounds*](#_Interface_Objects) *of interface objects.*

<Detail the objects that compose the interface here. For each of them, describe how the player interacts with it, and how it behaves.>

* + 1. **Buttons**

The player interacts with buttons by clicking on them with his mouse pointer or using a keyboard shortcut.

* + 1. **Additional Object**

<Describe additional object here. Examples of additional interface objects: tiles, sliders, check boxes, radio buttons, etc.>

## States

*You might be looking for* [*sounds*](#_States_1) *of states.*

<For each state detail hereafter, describe in detail the ways the player can transit between them and how it happens. What are all the possible ways for the player to enter and exit each state? What is his goal in each state? There should be at least one state for each different interface. If you can provide a navigation chart, do so.>

* + 1. **Main Play**

<Describe the main play activity here.>

* + 1. **Main Menu**

<Describe the main menu here.>

* + 1. **Beginning**

<Describe the beginning of the main play here. Describe the initial setting and what happens or needs to happen in order to initiate gameplay. Does the player have many options? Describe what happens in each of them.>

* + 1. **Additional State**

<Describe additional state here. Examples of additional states: Loading, Paused, Inventory, etc.>

# Story

## Style & Structure

<What is the style of the story? Is it horror, science-fiction, western, etc.? What is the period of the story? Is it futuristic, prehistoric, etc.? Does the style or ambiance vary during the game? Give as much detail as you can, and justify your choices; why is that the best style or ambiance for your game?

What is the structure of the storyline? Is it divided in chapters or levels? Is it linear? If not, how can the player influence the story? Are there alternative endings?>

## Background Story

<Use this section to detail the story that took place before the beginning of the game. For example, what was the hero’s occupation? How did he become a hero? What events led to the objectives the player has to accomplish?>

## Storyline

<Detail the story as it unfolds during gameplay; include a storyboard if applicable. This is where you detail the succession of events. What are the central events? How does the story culminate? If your game has dialog or narration, detail the most important portions here. This section might look somewhat like a movie script.>

## Main Scenario

<Detail here how the player interacts with the game, though the hero, from beginning to end. This is where you detail the succession of challenges. This is not a movie script, unless your game is completely linear; and even then, remember a video game is interactive – try to detail the options available to the player instead of stating what you think he is going to do. Describe how he optimally goes through the game; for example, you would say “This is the path the player would take in order to complete the game” instead of “The player takes this path”. How long does it take to go through the game with this scenario? Detail his options whenever they change, how, why, and how it affects the game. This section should be very similar to a basic walkthrough written in third person (the player…).>

## Alternative Scenarios

*You might be looking for the complete list of* [*collectibles, Easter eggs & unlockables*](#_Inventory_&_Items)*.*

<Detail here every alternative option to the main scenario, and any additional option that appears as a result of an alternative choice by the player. For each option, detail when it appears to the player, how and why he would choose that option, and how it affects the game and the length of gameplay. This section should be very similar to a “100% completion” walkthrough written in third person (the player…). If your game has collectables, Easter eggs or unlockables that can be found during gameplay, indicate each at their respective location. Try to make them easy to locate in your text, since a developer might read this section just to find them.>

## Characters & Units

*You might be looking for the* [*gameplay*](#_Characters_&_Units_1)*,* [*art style*](#_Characters)*, or* [*sounds*](#_Characters_1) *of characters & units.*

<Detail all of the game’s key characters here. For each of them, detail their background and personality, what their role in the game is, and any other useful information. Start with the character which the player plays (the hero). Why would he want to impersonate that character? What is compelling about his story?>

* + 1. **Character 1**

<Describe character 1’s story.>

## Vehicles & Buildings

*You might be looking for* [*gameplay*](#_Vehicles_&_Buildings_3)*,* [*art style*](#_Vehicles_&_Buildings_1)*, or* [*sounds*](#_Vehicles_&_Buildings_2) *of vehicles & buildings.*

<Detail the story of the game’s key vehicles and buildings, if applicable. For each of them, detail their background and what their role in the game is, as well as any other useful information.>

* + 1. **Vehicle 1**

<Describe vehicle 1’s story.>

## Weapons, Upgrades & Power-ups

*You might be looking for* [*gameplay*](#_Game_Intelligence_&)*,* [*art style*](#_Weapons,_Upgrades_&_1)*, or* [*sounds*](#_Weapons,_Upgrades_&_2) *of weapons, upgrades & power-ups.*

<Detail the story of the game’s key weapons, upgrades and power-ups, if applicable. For each of them, detail their background and what their role in the game is, as well as any other useful information.>

* + 1. **Weapon 1**

<Describe weapon 1’s story.>

## Skills & Abilities

*You might be looking for* [*gameplay*](#_Skills_&_Abilities_3)*,* [*art style*](#_Skills_&_Abilities_1)*, or* [*sounds*](#_Skills_&_Abilities_2) *of skills & abilities.*

<Detail the story of the game’s key skills and abilities, if applicable. For each of them, detail their background and what their role in the game is, as well as any other useful information.>

* + 1. **Skill 1**

<Describe skill 1’s story.>

## Objects & Items

*You might be looking for* [*gameplay*](#_Inventory,_Objects_&)*,* [*art style*](#_Objects_&_Items)*, or* [*sounds*](#_Objects_&_Items_2) *of objects & items.*

<Detail the story of the game’s key objects and items, if applicable. For each of them, detail their background and what their role in the game is, as well as any other useful information.>

* + 1. **Item 1**

<Describe item 1’s story.>

## List of Assets

<List the entire story resources that need to be created or obtained. This includes dialogues, narration, lore, and every other story asset your game will require. Refer each element to its source in the document and to its filename. Make sure to use a file naming convention, it will make the job much easier later on.>

# Art & Animation

## Style

<Describe the general style of the graphics here. Is it cel-shaded, manga, realistic? What is the mood, the colors, characteristics? If different styles of graphics are used throughout the game, specify it. Detail why you chose the specified graphics and how it adds to the game. If you can refer to the graphics of another game as an example, do not hesitate to do so. Whenever you can include sketches, do so.>

## World

*You might be looking for the* [*overall description*](#_World_3) *or* [*music style*](#_World_2) *of the world.*

<Detail the appearance of the game’s world here. Include all locations that can be visited by the player. Detail the locations in the same order as they appear in section 1.3. Include sketches if possible. Describe backgrounds, textures, tiles, and other terrain objects.>

* + 1. **Location 1**

<Describe the appearance of location 1 here.>

## Physics

*You might be looking for the* [*gameplay attributes*](#_Physics) *of physics.*

<How do the physical reactions of objects in the game look like? Are they realistic, cartoony, funny, or exaggerated? Are there special effects? If so, describe them.>

## Characters & Units

*You might be looking for the* [*gameplay*](#_Characters_&_Units_1)*,* [*story*](#_Characters_&_Units_2)*, or* [*sounds*](#_Characters_1) *of characters & units.*

<Detail the appearance of the game’s key characters here. Start with the character(s) the player plays. Describe every different motion type, and say to which characters it applies. Include illustrations if possible, but you have to at least sketch the general idea of each one, no matter how insightful your drawings look.>

* + 1. **Character 1**

<Describe the appearance of character 1 here.>

## Vehicles & Buildings

*You might be looking for the* [*gameplay*](#_Vehicles_&_Buildings_3)*,* [*story*](#_Vehicles_&_Buildings)*, or* [*sounds*](#_Vehicles_&_Buildings_2) *of characters & units.*

<Detail the appearance of the game’s key vehicles and buildings here. Start with those the player can use. Include illustrations if possible, but you have to at least sketch the general idea of each one, no matter how insightful your drawings look.>

* + 1. **Vehicle 1**

<Describe the appearance of vehicle 1 here.>

## Weapons, Upgrades & Power-ups

*You might be looking for the* [*gameplay*](#_Weapons,_Upgrades_&_3)*,* [*story*](#_Weapons,_Upgrades_&)*, or* [*sounds*](#_Weapons,_Upgrades_&_2) *of weapons, upgrade & power-ups.*

<Detail the appearance of the game’s key weapons, upgrades and power-ups here. Start with those the player can use. Include illustrations if possible, but you have to at least sketch the general idea of each one, no matter how insightful your drawings look. In the case of upgrades, you can illustrate only what changes from the previous version.>

* + 1. **Weapon 1**

<Describe the appearance of weapon 1 here.>

## Skills & Abilities

*You might be looking for the* [*gameplay*](#_Skills_&_Abilities_3)*,* [*story*](#_Skills_&_Abilities)*, or* [*sounds*](#_Skills_&_Abilities_2) *of skills & abilities.*

<Detail the appearance of the game’s skills and abilities here. Start with the skills and abilities the player has access to. Include illustrations if possible, but you have to at least sketch the general idea of each one, no matter how insightful your drawings look.>

* + 1. **Skill 1**

<Describe the appearance of skill 1 here.>

## Inventory, Objects & Items

*You might be looking for the* [*gameplay*](#_Inventory,_Objects_&)*,* [*story*](#_Objects_&_Items_1)*, or* [*sounds*](#_Objects_&_Items_2) *of objects & items.*

<Detail the appearance of the inventory, objects and items here. Include sketches if possible.>

* + 1. **Inventory**

<Describe the appearance of the inventory here.>

* + 1. **Item 1**

<Describe the appearance of item 1 here.>

## Interfaces

*You might be looking for the* [*gameplay attributes*](#_Interfaces) *of the interfaces.*

<Detail the appearance of the game’s interfaces here. Include a sketch of each one if you can, but don’t waste time creating something too detailed, since the interfaces are subject to change. Detail them in a way that minimizes the impact of modifications.>

* + 1. **Main Play**

<Describe the main gameplay interface here. What can the player see and use while he is playing? Is there a HUD?>

* + 1. **Main Menu**

<Describe the main menu interface here.>

* + 1. **Additional Interface**

<Describe additional interface here.>

## Interface Objects

*You might be looking for the* [*gameplay attributes*](#_States) *or* [*sounds*](#_Interface_Objects) *of interface objects.*

<Detail the objects that compose the interface here. For each of them, describe how the player interacts with it, and how it behaves.>

* + 1. **Buttons**

The player interacts with buttons by clicking on them with his mouse pointer or using a keyboard shortcut.

* + 1. **Additional Object**

<Describe additional object here. Examples of additional interface objects: tiles, sliders, check boxes, radio buttons, etc.>

## Cinematics

*You might be looking for the* [*music and sounds*](#_Cinematics_1) *of cinematic.*

<Describe the cinematics here.>

* + 1. **Cinematic 1**

<Describe cinematic 1 here.>

## List of Assets

<List the entire Art & Animation resources that need to be created or obtained. This includes sprites or 3D models, animations, backgrounds or environments, and every other graphical asset your game will require. Refer each element to its source in the document and to its filename. Make sure to use a file naming convention, it will make the job much easier later on.>

# Music & Sounds

## Style

<Detail the use of sounds and music in the game. How are music and sounds used in the game? What do they add to the experience? What kind is music is used? What is the ambience or mood aimed at? Detail the hierarchy of the sounds here – which sounds are prioritized over others? Sounds should always be prioritized over the game’s musical theme. If you can refer to the music and sounds of a movie, band or another game as an example, do not hesitate to do so. Detail where you plan to get your music and sounds from.>

## World

*You might be looking for the* [*overall description*](#_World_3) *or* [*art style*](#_World) *of the world.*

<What are the music and sounds of the world? Are there birds, wind, or other environmental sounds?>

* + 1. **Location 1**

<If location 1 has specific music or sounds, describe them here.>

## Gameplay

*You might be looking for the* [*gameplay mechanics*](#_Mechanics) *of the game.*

<Player actions should produce a sound – detail each of them. For example, how does it sound when the player walks, runs, or jumps? What if he walks or jumps in water? What plays when he dies? What about when he wins or completes a quest?>

* + 1. **Action 1**

<Describe the sounds produced by the game when action 1 is activated.>

## Circumstances

<Special game circumstances might require specific music or sounds; detail them here. For example, you might want to set the ambiance for a particular situation, such as the appearance of a boss monster.>

* + 1. **Circumstance 1**

<Describe the music and sounds accompanying circumstance 1.>

## Characters & Units

*You might be looking for the* [*gameplay*](#_Characters_&_Units_1)*,* [*story*](#_Characters_&_Units_2)*, or* [*art style*](#_Characters) *of characters & units.*

<If there is voice acting or if your characters are accompanied with sounds, detail each of them. For example, detail the sounds produced by units from an RTS game when the player asks them to complete an action.>

* + 1. **Character 1**

<Describe character 1’s sounds and/or music.>

## Vehicles & Buildings

*You might be looking for the* [*gameplay*](#_Vehicles_&_Buildings_3)*,* [*story*](#_Vehicles_&_Buildings)*, or* [*art style*](#_Vehicles_&_Buildings_1) *of vehicles & buildings.*

<Detail the sounds produced by each vehicle and building, as well as the ambient sound inside buildings, if the player can enter them.>

* + 1. **Vehicle 1**

<Describe the sounds produced by vehicle 1.>

## Weapons, Upgrades & Power-ups

*You might be looking for the* [*gameplay*](#_Weapons,_Upgrades_&_3)*,* [*story*](#_Weapons,_Upgrades_&)*, or* [*art style*](#_Weapons,_Upgrades_&_1) *of weapons, upgrades & power-ups.*

<Detail the sounds that accompany each weapon, upgrade and power-up.>

* + 1. **Weapon 1**

<Describe the sound produced by the game when weapon 1 is used.>

## Skills & Abilities

*You might be looking for the* [*gameplay*](#_Skills_&_Abilities_3)*,* [*story*](#_Skills_&_Abilities)*, or* [*art style*](#_Skills_&_Abilities_1) *of skills & abilities.*

<Detail the sounds that accompany each skill or ability.>

* + 1. **Skill 1**

<Describe the sound produced by the game when skill 1 is activated.>

## Inventory, Objects & Items

*You might be looking for the* [*gameplay*](#_Inventory,_Objects_&)*,* [*story*](#_Objects_&_Items_1)*, or* [*art style*](#_Objects_&_Items) *of objects & items.*

<Detail the sounds that accompany each object or item. For example, what sound does the game produce when the player drinks a healing potion?>

* + 1. **Inventory**

<Describe the sound produced by the game when the inventory is opened or closed.>

* + 1. **Item 1**

<Describe the sound produced by the game when item 1 is used or picked up.>

## Interface Objects

*You might be looking for* [*gameplay attributes*](#_States) *or* [*art style*](#_Interface_Objects_1) *of interface objects.*

<Detail the sounds of the interface objects here. Describe how the sounds are triggered.>

* + 1. **Buttons**

<Describe the sound produced by the game when a button is clicked.>

* + 1. **Additional Object**

<Describe the sounds of additional object here. Examples of additional interface objects: tiles, sliders, check boxes, radio buttons, etc.>

## States

*You might be looking for* [*gameplay attributes*](#_States_2) *of states.*

<Detail the music and sounds in each state. Does the ambience change between them?>

* + 1. **Main Play**

<Describe the main play sounds here. You might want to refer to the world’s music & sounds>

* + 1. **Main Menu**

<Describe the main menu music & sounds here.>

* + 1. **Credits**

<Describe the main menu music & sounds here.>

* + 1. **Additional State**

<Describe the additional state music & sounds here.>

## Cinematics

*You might be looking for the* [*art style*](#_Cinematics) *of cinematic.*

<Describe the music and sounds for cinematics here.>

* + 1. **Cinematic 1**

<Describe the music and sounds of cinematic 1 here.>

## List of Assets

<List the entire Music & Sounds resources that need to be created or obtained. This includes background musical themes and sound effects, and any other musical asset your game will require. Refer each element to its source in the document and to its filename. Make sure to use a file naming convention, it will make the job much easier later on.>

# Technical Aspects

## Technologies

<Describe all the technologies your project will use; describe where, how and why.>

## Tools

<Describe the tools your project will use; detail why you need them, and how they will make your game better or easier to develop.>

# Estimated Resources

## Team

<Describe the team you require to develop your game.>

## Development Time

<How long will it take your team to complete the game? Justify your answer.>

## Additional Resources

<Describe additional resources your project might require during and after development. This might include server or bandwidth requirements. If your game needs a personalized Website, describe it in detail here.>

# Glossary

<Use this section to list often used project-specific terms and their definition.>

|  |  |
| --- | --- |
| **Term** | **Definition** |
|  |  |
|  |  |
|  |  |
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# Appendices

<Use this section to list elements that were too large to present in the middle of the document. You might also use this section to include documents that are somewhat less related to your design document; this might include notes taken from testing a prototype of your game, scan of the notes from the suggestion hat, or notes taken for your game’s sequel(s) or expansion(s).>

## Appendix 1 - < >

< >

# Credits

<Use this section to give credit to everyone who worked on or helped to create this document. This includes people who attended brainstorming session, even if their ideas got rejected.>

**References**

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Thème de la corruption

Homme d’affaire qui doit quitter sa tour à bureau sans se faire voir, afin d’avoir un alibi pour la Commission d’enquête.

Side Quest : Serrer la main à d’autres personnes à travers les étages de la tour pour gagner encore plus d’argent (sale).

Vue de dessus des différentes pièces du niveau, mais chaque pièce ce découvre au fur et à mesure qu’on les visite. Plusieurs puzzles pour échapper à la vue des objectifs de caméra ou de d’autres personnes, comme se cacher, éteindre les lumières, désactiver des caméras de surveillances, donner de l’argent, déguisements, smoke bombs, etc. Il faut être le moins vu et reconnu possible.

Runner à chaque 3-4 levels, éviter les obstacles en un temps limité.

Cut Scenes + Voice Over