**Game Design Document:**

Written by

[your team]

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| Project Overview |
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## Executive Summary

[*Throughout all sections, you can add or take away headings or information depending on the requirements for your game. No two games will have the same exact Design Doc*]

## High Concept

## Core Gameplay

Block puzzle style game where you use your player as a target to guide your blocks in place to build your way to the level exit.

## Genre

Puzzle/Platform

## Target Audience

Ages 8 and up

## Team Personnel

### *Team Leader & Lead Game Designer*

### *Lead Audio Designer*

### *Lead Game Art Designer*

### *Lead Programmer*

### *Q/A Testers*

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| Story, Setting, and Character |
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## Story

## Character

## Environment

## Level Overview

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| --- |
| Combat |
|  |

## Abilities

## Score

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| Interface |
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## Overview

## Interface Color Scheme

## Game Shell

### *Game Title Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Legal Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Menu Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Instructions Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Control Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Credits Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Win Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Lose Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *High Score Screen*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

### *Level Screens*

Created by:

Programmed by: Patrick Rasmussen  
Art by:

## Main Play Screen

Created by:

Programmed by: Drew, Patrick Rasmussen  
Art by:

Assets by:

Sound by:

## Cameras

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| Controls |
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## 

## Keyboard

### *Menu Controls*

Mouse Interactive controls

Click on titles to enter.

### *Game Controls*

Horizontal:

Left – A-key, Left Arrow or Left on Gamepad

Right – D-key, Right Arrow or Right on Gamepad

Vertical:

Up – W-key, Up Arrow or UP on Gamepad

Left – S-key, Down Arrow or Down on Gamepad

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| Game Modes |
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## Number of Players

One player game

## Hours of Gameplay

Hours of fun, Xxx levels to unlock and play

## Victory Conditions

Per-level – Strategically stack blocks to enabling you to make your way to the exit door.

Game – Unlock all the levels and hold the high score.