**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

## Genre

## Target Audience

## 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

|  |
| --- |
| Interface |
|  |

## Overview

## Interface Color Scheme

## Game Shell

### *Game Title Screen*

### *Legal Screen*

### *Menu Screen*

### *Instructions Screen*

### *Control Screen*

### *Credits Screen*

### *Win Screen*

### *Lose Screen*

### *High Score Screen*

### *Level Screens*

## Main Play Screen

## Cameras

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| --- |
| Controls |
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## 

## Keyboard

### *Menu Controls*

### *Game Controls*

## Controller / Joystick

### *Menu Controls*

### *Game Controls*

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| --- |
| Game Modes |
|  |

## Number of Players

## Hours of Gameplay

## Victory Conditions