Game design Document – Overview

**Part 1 – Brief**

High Concept (core of the game)

Game Overview

Genre

Target audience

Platform

Game Description

Gameplay

Art

Story

**Part 2 – Detailed Design**

Gameplay

Progression

Game Objectives

Game flow

Mechanics

Movement

Actions

Environment

Interface

Enemy Behavior\Interaction

Characters

Player Character

Non-Player Characters

Enemies

Level Design

UI

Main Character Interface

InGame menus

Start menus/Game Options

Player controller Scheme

Game design Document – Planning

**Part 1 – MVP (Minimum Viable Product) Definition**

Art

Design

Dev

Milestones

Prototype Stage

Proof of concept

Playable Test (Internal Test)

First Review

Final

Development Layers

Stage 1

Stage 2

Stage 3

Stage 4