Game Design Document

#### Student name

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|  |

#### Student number

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#### Game Name

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#### Trello link

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#### GIT repository link

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#### Youtube playthrough link

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# Game Story

#### Game backstory

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## Character 1

#### Character name

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#### Appearance

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#### Character backstory

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#### Stereotypes

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## Character 2

#### Character name

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#### Appearance

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#### Character backstory

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#### Stereotypes

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## 

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## Character 3

#### Character name

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#### Appearance

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#### Character backstory

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#### Stereotypes

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## Character 4

#### Character name

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#### Appearance

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#### Character backstory

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#### Stereotypes

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# Visual style

Using other game images, describe the visual style of your game

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# Sound design

Details about the style of sound used in your game (music style, thematic treatment, FX, menu music)

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# Menu System

#### Menu flowchart

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## Menu Screens

#### Main menu diagram

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#### Main menu description

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#### Game Over screen diagram

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#### Game Over description

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#### Game screen diagram

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#### Game Screen description

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# Game Elements

## Player Character

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| --- | --- |
| Character name | Graphics |
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| --- | --- | --- |
| Property | Description | Type |
|  |  |  |

|  |  |
| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
|  |  |

## Enemies

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| --- | --- |
| Enemy name | Graphics |
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| Property | Description | Type |
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| Sound name | Description (how does the sound interact with the game) |
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## Blocks

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| Block name | Graphics |
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| Property | Description | Type |
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| Sound name | Description (how does the sound interact with the game) |
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## Collectibles

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| Collectible name | Graphics |
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| Property | Description | Type |
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| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
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# Level plan

Sound design

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## Key

## Level Diagrams

# Game Breakdown

#### Space

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#### Rules

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#### Goal

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#### Game Elements

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#### Mechanics

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#### In game controls

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# Game Systems

Document any game systems included.

Examples:

* Level timer (do something before the timer runs out)
* Survival (Player survives sustained attack)
* Dialogue (other characters talk to the player in popup windows)
* Character selection
* Inventory system
* Player attributes (e.g. energy, mana, stamina, strength etc)

# Press Kit

#### Store icon/Logo

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#### Core features

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#### Screenshots

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#### Rating

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## Similar games

#### Game name

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#### Game link

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#### Game name

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#### Game link

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#### Game name

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#### Game link

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## Youtube review channels

#### Channel name

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#### Channel link

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#### Channel name

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#### Channel link

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