

Touhou: Darkness of the Void

Game Name

– Perhaps also add a subtitle or high concept sentence.

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The Game Design Document (GDD) is the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the document (or support documents). If it's not in the document, then it probably won't be in the game.

Below you will find an outline for a generic Game Design Document. The problem is that no generic GDD will be able to address all the various genres for which a game may be created. For example, consider the games PacMan, SimCity and Doom. All three games required detailed design documents, but if you think about it, those documents would be entirely different! As such, when using the outline below you will find sections that will be totally meaningless to your game. But also, there will be sections that your GDD requires to describe the game. Just because it's not in my outline, it doesn't mean that it doesn't belong.

The GDD is a reference document. Members of the development team will constantly be using the document to find specific information for their specific needs. Consider the size such a document may grow to in order to document every piece of the game. We don't want the GDD to cause information overload and then become a prop under somebody's wobbly desk. As such it is important that you organize and format the document to make it easy to use. Also note that some of these sections might not appear in the GDD itself but instead would appear in supplemental documents such as an Art Bible or Test Plan. This helps make the overall document more manageable and readable.

One last comment, a game design document is meant to be a living document. Just as when the artist changes the design of his painting every time he takes his brush to the canvas, a computer or video game evolves as code and art are created. The GDD then is the communication tool from which all the members of the team can follow that evolution.

Document Revision history:

Version	Date	Author(s)	Changes
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(Use word's "update table of contents" to generate / regenerate a table of contents.)

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1. Section I - Game Overview

1.1. Game Concept

A touhou fan game where in gensokyo a character gets introduced but it has no idea where it came from or why she can't see colors, but for some reason everyone is hostile to her and she must try to survive until everyone calms down.

1.2. Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

1.3. Feature Set

1.4. Genre

1.5. Target Audience

1.6. Game Flow Summary

Game has a similar movement as the main games, moving using the arrow keys or WASD, shooting with the Z, X, C, L SHIFT as default buttons for shooting, spell cards, grazing, etc.

1.7. Look and Feel

Anime black and white as the main colors, with spell cards that illuminate the game.

1.8. Project Scope

Tell the whole problem the protagonist finds herself in and the end of how she solved the problem.

1.8.1. Number of locations

TBD, but base one is gensokyo as a whole, the underworld and the void.

1.8.2. Number of levels

TBD

1.8.3. Number of NPC's

For now is considered around 12.

1.8.4. Number of weapons

24 maybe more.

1.8.5. Etc.

2. Section II - Gameplay and Mechanics

2.1. Gameplay

2.1.1. Game Progression

Players simply move and beat through the levels if he has enough lives. If a player dies must start back from the start.

2.1.2. Mission/challenge Structure

All levels are a progression or continuation from the other telling the story when the players pass through.

2.1.3. Puzzle Structure

N/A

2.1.4. Objectives – What are the objectives of the game?

Beats the bosses and get the highest score possible.

2.1.5. Play Flow – How does the game flow for the game player

A pretty smooth flow of beating all the enemies and bosses while trying to stay alive as long as possible.

2.2. Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

2.2.1. Physics

The world seems infinite as long as the player hasn't beaten the current boss or is going fighting enemies on the current level, the player can't move beyond the window he is currently located at and the bullets while the player isn't grazing are hard to evade.

2.2.2. Movement

2.2.2.1. General Movement

Basic flying 8 directional movement.

2.2.2.2. Other Movement

Grazing movement is the same as normal movement but slower and it shows the hit box of the player which allows for more precise dodging and movement.

2.2.3. Objects

2.2.3.1. Picking Up Objects

Points that give more score and spell cards charges that help recharge the players spell cards bombs.

2.2.3.2. Moving Objects

Same case as pick ups as they move with the map/window.

2.2.4. Actions

2.2.4.1. Switches and Buttons

2.2.4.2. Picking Up, Carrying and Dropping

Assign a button that acts like a magnet for all the current pick ups on the screen after a boss is beaten.

2.2.4.3. Talking

Use the shooting key Z to progress to the talking in game. Can add another key like X to skip.

2.2.4.4. Reading

Hide HUD with H.

2.2.5. Combat

Basic bullet hell(daimaku) with beautiful patters and bullet types that show the type of boss being faced and personality.

2.2.6. Economy

N/A

2.3. Screen Flow

2.3.1. Screen Flow Chart

Basic flow of starting the game with a menu with options the starting the game, selecting your character, spell cards then difficulty and starting the game. After losing you will get the score screen into the retry or quit screen.

2.3.2. Screen Descriptions

What is the purpose of each screen?

2.3.2.1. Main Menu Screen

Should show the options of Start, Options, Quit.

2.3.2.2. Options Screen

Here is where the player can change things like language, sound volume, resolution and key changes for the controls.

2.3.2.3. Etc.

2.4. Game Options

Only the key changes affect how the player himself plays, but at most the music as playing with no sound can affect the ambiance and or understanding of the game.

2.5. Replaying and Saving

The replaying system goes into the difficulty system in the game where the difficulty selected truly affects how the game plays allowing to try for a harder difficulty if the player is up to the task.

For saving the only thing that saves is the high score of the player when he wins or loses each round as the game will always start back from the first level.

2.6. Cheats and Easter Eggs

There should be a secret level when clearing the highest difficulty in the game and for cheats could be implemented a infinite lives and bombs cheats.

3. Section III – Story, Setting and Character

3.1. Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

TBD as a whole

3.1.1. Back story

3.1.2. Plot Elements

3.1.3. Game Progression

3.1.4. License Considerations

3.1.5. Cut Scenes

3.1.5.1. *Cut scene #1*

3.1.5.1.1. *Actors*

3.1.5.1.2. *Description*

3.1.5.1.3. *Storyboard*

3.1.5.1.4. *Script*

3.1.5.2. *Cut scene #2*

etc.

3.2. Game World

3.2.1. General look and feel of world

Gensokyo and general idea that the main character is there.

3.2.2. Area #1

TBD

3.2.2.1. General Description

3.2.2.2. Physical Characteristics

3.2.2.3. Levels that use area

3.2.2.4. Connections to other areas

3.2.3. Area #2

etc.

3.3. Characters

3.3.1. Character #1

3.3.1.1. Back story

3.3.1.2. Personality

3.3.1.3. Look

3.3.1.3.1. Physical characteristics

3.3.1.3.2. Animations

3.3.1.4. Special Abilities

3.3.1.5. Relevance to game story

Main character

3.3.1.6. Relationship to other characters

3.3.1.7. Statistics

3.3.2. Character #2

etc.

4. Section IV – Levels

4.1. Level #1

- 4.1.1. Synopsis
 - 4.1.2. Introductory Material (Cut scene? Mission briefing?)
 - 4.1.3. Objectives
 - 4.1.4. Physical Description
 - 4.1.5. Map
 - 4.1.6. Critical Path
 - 4.1.7. Encounters
 - 4.1.8. Level Walkthrough
 - 4.1.9. Closing Material
-

4.2. Level #2

etc.

4.3. Training Level

5. Section V - Interface

5.1. Visual System

- 5.1.1. HUD - What controls
 - 5.1.2. Menus
 - 5.1.3. Rendering System
 - 5.1.4. Camera
 - 5.1.5. Lighting Models
-

5.2. Control System

How does the game player control the game? What are the specific commands?
WASD and arrow keys

5.3. Audio

5.4. Music

5.5. Sound Effects

5.6. Help System

6. Section VI - Artificial Intelligence

6.1. Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?)

6.2. Enemy AI

Villains and Monsters

6.3. Non-combat Characters

6.4. Friendly Characters

6.5. Support AI

6.5.1. Player and Collision Detection

6.5.2. Pathfinding

7. Section VII – Technical

7.1. Target Hardware and operating system

7.2. Supported game controllers and peripherals

8. Section VIII – Game Art

Only show concept art here (rough sketches)

8.1. Concept Art

8.2. Style Guides

8.3. Characters

8.4. Environments

8.5. Equipment

8.6. Cut scenes

8.7. Miscellaneous
