

Game Design Document

“Game Name”

“Team Name”

Team Member #1

Team Member #2

Team Member #3



Game Name

Summary of the Game:

Blah

Is the Game 2D or 3D? What genre is it?

Blah

Is it level based or open world?

Blah

How long do you think it should take to complete the game?

Blah

Story

What is the story of this game?

Blah

What is the inciting event that starts off the game?

Blah

What is the goal the player is trying to achieve as the end of the game?

Blah

How does the story end?

Blah

Setting

Where does the game take place (Location) ?

Blah

When does the game take place (Time)?

Blah

Any significant event/place in the game?

Blah

How is the Story Told to Player

Are there NPC the player can interact with?

Blah

Are there cutscene?

Blah

Environmental Storytelling?

Blah

Chapter List

If you only have one level just use the next slide, if you intend to have many levels list all of the level and their story ideas

- Blah
- Blah
- Blah
- Blah

Chapter 1:

What happens in chapter 1?

Blah

Setting 2D/3D Game Assets

List out Assets you intend to use to make the Setting

- Blah
- Blah

What kind of art style will these assets have?

Blah

Links:

Setting Music

List all of the Song that you intend to use in the game

- Blah
- Blah
- Blah

What kind of genre the music would fit it?

Blah

Links:

Blah

Characters

List all of the characters that will be in the game, and their:

Link - Playable character

Zelda - Friendly NPC

Moblin - Generic Enemy

Gannon - Boss

Player Character

Describe the character's appearance
and their story:

Blah



Picture of the Player Character

Player Character Controls

List of all of the abilities that the player can do and explanation on how they work.

- Blah
- Blah

List the Animation and SFX that the character will require

- Blah
- Blah

Ally NPC #1 Character

Describe the character's appearance
and their story:

Blah



Picture of the Character

Ally NPC #1 Character Controls

List of all of the abilities that the player can do and explanation on how they work.

- Blah
- Blah

List the Animation and SFX that the character will require

- Blah
- Blah

Enemy NPC #1 Character

Describe the character's appearance
and their story:

Blah



Picture of the Character

Enemy NPC #1 Character Controls

List of all of the abilities that the player can do and explanation on how they work.

- Blah
- Blah

List the Animation and SFX that the character will require

- Blah
- Blah

Character 2D/3D Game Assets

Asset Links:

Blah

SFX Links:

Blah

Gameplay

What is the gameplay loop?

1. Explore Area
2. Encounter Enemy
3. Enemy Drops Loot or XP
4. Level Up
5. Explore Area

Game States

What states does the game level go through? How does it go between them?

Blah

Win and Lose

What is the Win state for each level? What is the win state for the whole game?
Are there any extra rewards for collecting all of everything?

Blah

What is the Lose state? How is the player punished for losing? Start the game over? Go back to checkpoint? Lose some of the currency?

Blah

Motivators

What is the reason the player wants to keep playing the game?

The player will want to get a personal best score or a high score then their friends.

Controls

Are you using mouse and keyboard, controller, both? What buttons correspond to what action on the controller?

Blah

Blah

Main Menu

List all of the elements, 2D images, SFX, and Fonts and if they interact their interactions



[Mock Up of Main Menu](#)

In Game UI

List all of the elements, 2D images, SFX, and Fonts and if they interact their interactions



Mock Up of Game UI

UI Assets and SFX

Asset Links:

Blah

SFX Links:

Blah

Font Links:

Blah

Level

What are some average obstacle that they will face in level? What will the level look like? How short or long the level will be?

[Mock Up of Level](#)

Level Assets

Links:

Blah

Non Character Game Objects

List all of the non character game objects that the player will be able to interact with and how the player interacts with them

Spikes - Kill you

Pipe - Goes to a secret level

Coin - Collects

Game Object #1

Describe the game object, it's function in detail and any animation or SFX it needs.

Picture of the Game Object

Game System

What does this system do?

Blah

Data

Is there any data that you plan on storing between levels?