Day 5

Chapter 6 GDDs/Game Bible

**Why are these bad? What improvements?**

They don’t seem to follow the format of the example given, they seem either very complex or simplistic, bad grammar and spelling in flying. Both much longer than the example

No index or table of contents.

**Why are these examples of good form for GDD design?**

Table of contents seems like a good idea.

Several areas left up to publisher

Includes useful graphics

Bullet points make it a bit easier to read

(Halfway through claw GDD… is the hero a cat? Catnip power ups? Bomb throwing rat…cocker spaniel soldiers? I’m starting to think the hero is a cat… should we not know that by now? At the end now nowhere does it say this guy is a cat… but the princess is specifically labeled as a cat)

This is thorough, covers a lot of ground, mostly in a logical fashion, I think the story and a better description of the hero would be useful.

Maps for doom are useful, very detailed

Even though there are blank spaces for some sections it’s clear that they are in development and will be added as possible

Includes promo suggestions

**What components relate to modern games?**

Game play, title screens and voices are mentioned, problems and solutions are discussed, clear mention of game testing. focused on technical, and bug fixes

Strange to see hand written changes and notes.

**What components are missing?**

Obviously missing an esrb rating (because that hadn’t come into play yet) Target ages, competitive products not listed.

**Is there a pattern or organization to these old GDDs?**

Looks like a lot of memo’s back and forth, obviously internet and accessible repositories have made this part easier.

Clearly a bunch of testing after the first draft

Problems and fixes.