**Mini Game Design Doc Template**

To create your own copy, go to “File” → “Make a Copy” (or click [here](https://docs.google.com/document/d/1nJYx6wZ97PiVaGdpQrPgEBnAV_ZTvYatdIjRbCWhIHQ/copy)).

Forked and modified from: [Game Dev Underground](https://docs.google.com/document/d/1npEvqcMZSp0IX2hWw6Qq0WqJVfmVqS_YOGFWnnwfh-A/edit) & [Josehzz](https://gdu.io/dev/josehzz) (under [CC 4.0](https://creativecommons.org/licenses/by/4.0/))

Additional game design resources [here](https://github.com/mikewesthad/Game-Design-Document-Resources).

**Mantra/Tagline**

A single sentence description of the game that you will use to guide design decisions. *Example: an educational infinite running game that tests your mental reflexes.*

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| A 3D low poly game where the player has to dodge and jump over enemies and obstacles while collecting coins and continuously running forward. |

**Design Pillars**

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. *Example: Fast. Cerebral. Smart.*

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| Skillful | Dexterous | Fast |

**Story/Gameplay Summary**

List what the game is from a gameplay and/or story perspective. *Example: This game places the player into an infinite runner where they have to answer progressively harder trivia questions about geography in order to get power ups and stay alive.*

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| The game places the player into a 3D environment where they are moving forward at a constant speed. The player must jump and weave to avoid obstacles and enemies. The player must collect coins in order to progress. Running into obstacles or enemies will subtract some of the player’s coins. If the player manages to time their jump to land on top of an enemy, they receive a coin bonus. As the game progresses, the obstacles and enemies become more abundant while the speed and coin requirements increase. |

**Storyboard**

What’s the arc of the gameplay? See this [introduction to storyboards](https://www.nngroup.com/articles/storyboards-visualize-ideas/) for user experience design. You can use their [template](https://media.nngroup.com/media/articles/attachments/Storyboard-Template.pdf). See some examples [space game](https://www.dummies.com/wp-content/uploads/0-7645-1678-7_0203.jpg), [educational games](https://melsartstuff.weebly.com/storyboards.html). Your storyboard should have three - six frames. Think about the progression of difficulty/mechanics, or the progression of story.

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| [Storyboard in “Storyboard-Template.pdf”] |

**Feature List**

List all the features that you want to include in your game. Don’t worry about implementation - it’s okay to list a feature you don’t know how to make. Everything is a feature - from collectables, to player controls to showing visual feedback when a character is hit, to story voice-overs triggered when you enter a room, to a HUD, to the player’s footstep sounds, etc. If you’ve got less than six features, you may have skipped a few things.

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| * Running forward\* - DONE * Player strafe, jump \*- DONE * Level design - 1st level - 2 hours - DONE - 4 hours * Obstacles\* - 1 hour - DONE (2hrs) * Proper ground spawning and despawning - 2 hours * Enemies\* - 1 hour - DONE (1.35hr) * Environment placement - 1 hour * Coins to collect\* - DONE | * Goal requirements - 3 per level - 2 hours - DONE - 1.45hr * UI displaying level requirements - 1 hour * UI displaying instructions - 30 min * Placeholder sfx/vfx - 30min - DONE - 2 hr * Sound effects for player - 45 min - DONE - 45min * Visual effects for player - 30 min - DONE - 45 min * Start, game over screen - 30 min |

**References**

Link to at least three links to other pieces of media - books, designs, other games, etc. - that have something similar to what you are trying to accomplish and explain which element you are interested in. It could have similar gameplay elements, a related story motif or an aesthetic you want to remix.

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| [Sonic Dash](https://www.youtube.com/watch?v=ucbhL3kubVQ) - Running forward, collectibles.  [Temple Run](https://www.youtube.com/watch?v=Vu3paDJJLEw) - Endless running, HUD and visual effects  [Sonic 2 Special Stage](https://www.youtube.com/watch?v=_15eFmO8buU) - Running forward, player must collect enough resources to win |

**Target Audience & Platform**

Who is the target audience for the game (e.g. age, interests, type of games they play, when they play)? How does that experience it (e.g. mobile, browser, AR/VR, desktop with keyboard, console with controller site-specific, etc.)? *For example, for an educational game to teach geography, the target audience might be high schoolers who like to play quick and rewarding casual games, and it will be played in classrooms on PCs with a mouse and keyboard.*

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| The target audience will be younger children (8-13). The game will be initially made as a desktop application using a mouse and keyboard, but if development time allows, will also be playable with standard USB controllers such as the Xbox One or Dualshock 4 controllers as well as a WebGL build. |

**Asset Research**

This is primarily a scripting class, so the focus is not on creating your own assets. Look through the free resources to find assets that you are considering for your project. Link them below. At minimum, you should have some 3D assets and some sound assets linked below.

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| Low Poly Survival Essentials  <https://assetstore.unity.com/packages/3d/props/tools/low-poly-survival-essentials-109444>  RPG Poly Pack Lite  <https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>  Simple Sky - Cartoon Assets  <https://assetstore.unity.com/packages/3d/simple-sky-cartoon-assets-42373> |