Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# Game Overview

## High Concept (Elevator Pitch)

## [A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

## Game Summary

[Summarize the game you are going to be creating here. It gives context for the sections that will be coming up.]

# Gameplay

## First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

## Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

## Asset List [To be written by the Producer]

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

# Schedule [To be written by the producer]

## Day 1

The state of the game is barely touched, we got into teams and assigned eachother team roles. We have the basis of what to turn in canvas on day one. We chose a mood board, broke down sounds, distilled the board, started an asset list, and turned in whats required on canvas.

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone one and by whom. Do not assign something to people until the start of each day!]

## Day 2

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone two and by whom. Do not assign something to people until the start of each day!.]

## Day 3

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]

## Day 4

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]