

Game Design Document (GDD)

Project Title: <title of your game!>

Author: <your full name>

Email: <insert active email link>

URL for project GIT repo: <insert active link to repo using insert menu>

URL for project blog: <insert active link to blog using insert menu>

Youtube link: <insert active link to youtube playthrough using insert menu>

Module: <insert module code AINTXXX>

Version 0.0

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**1. Introduction**

What is it? (document)

**2. Scope**

Why is it? (document)

**3. Target platform(s)**

Targeted platform.

**4. Development Software**

4.1 Engine software

Type of game engine used.

**4.2 Programming software**

Type of software used for programming.

**4.3 Artwork software**

Tools used for artwork development.

**5. Specification**

5.1 Concept

High level explanation.

**5.2 Story**

In a nutshell.

5.3 Setting

Where/when the game is set. Who the player is.

5.4 Game structure

World / level structure.

5.5 Players

Single/multi player, online...

5.6 Actions

What does the player do?

5.7 Objectives

Why the player is doing it

**6. Graphics**

6.1 Styles

Grunge, light, casual...

6.2 Fonts

Prefered fonts.

6.3 Colours

Hexadecimal format (#RRGGBB).

6.4 Influences

Other games, film etc Include some reference material (screenshots of related products) links etc.

6.5 Look & Feel

Provide visual overview and represent core mechanic in Include initial concept art, characters, environment, UI, level design, menus, scoring…

**7. Data storage**

7.1 Local data

What’s stored locally.

7.2 Online data

Data on the servers...

7.3 Social data

If any.

7.4 Statistical data

Game analytics.

7.5 Legal and Ethical Considerations

Target audience/age rating Privacy & personal data/user profiles Copyright, credits, acknowledgements and disclaimers

**8. Gameplay**

8.1 World

Description of the game world.

8.2 Object types

Game objects the player can directly and indirectly interact with.

8.3 Controls

Type of controls(mouse, keys...)

8.4 Direct control

Explanation of controls. (diagram)

8.5 Indirect control

AI or other types of indirect control.

**9. Supported hardware/platforms/devices**

Types of joysticks, steering wheels...

**10. Screens & Menus**

10.1 Splash Screen

Start screen ...

10.2 Game Interface

Game overlay.

10.3 Pause menu

Options available on game pause.

10.4 Options

Game adjustments, graphics, sound etc.

10.5 Game Over

High score submission, social integration …

**11. Credits**

Credit 3rd party resources; tutorials, asset store, libraries