| GAME DESIGN DOCUMENT | | By: | | YOUR\_NAME | | --- | | | --- | --- | --- | |
| --- | --- | --- | --- | --- |

| 1 - Introduction | |
| --- | --- |
| **Working title:** | |  | | --- | |
| **Concept:** | |  | | --- | |
| **Genre:** | |  | | --- | |
| **Target Audience:** | |  | | --- | |
| **Target Platform:** | |  | | --- | |

## 2 - Gameplay

| **Controls:** | |  | | --- | |
| --- | --- | --- |
| **Core gameplay mechanics:** | |  | | --- | |
| **Unique gameplay elements:** | |  | | --- | |

## 

## 3 - Art and Visuals

| **Inspiration &**  **Concept art:** | | [Credit / Link to Source]  Caption explaining the reference. | [Credit / Link to Source]  Caption explaining the reference. | | --- | --- | | [Credit / Link to Source]  Caption explaining the reference. | [Credit / Link to Source]  Caption explaining the reference. | |
| --- | --- | --- | --- | --- | --- |
| **Unifying colors:** | | |  | | --- |   Hex code: #d9d9d9 | |  | | --- |   Hex code: #b4b4b4 | |  | | --- |   Hex code: #b7b7b7 | | --- | --- | --- | --- | --- | --- | |

## 

## 4 - Development timeline

| **#** | **Milestone** | **Estimated time** | **Delivery date** | **Notes (if any)** |
| --- | --- | --- | --- | --- |
| 1 | **Audio** | | 4 hrs | | --- | | |  | | --- | | |  | | --- | |
| 2 | **VFX** | | 4 hrs | | --- | | |  | | --- | | |  | | --- | |
| 3 | **UI** | | 5 hrs | | --- | | |  | | --- | | |  | | --- | |
| 4 | **Animation** | | 6 hrs | | --- | | |  | | --- | | |  | | --- | |
| 5 | **Materials** | | 5 hrs | | --- | | |  | | --- | | |  | | --- | |
| 6 | **Lighting** | | 6 hrs | | --- | | |  | | --- | | |  | | --- | |
| 7 | **Additional Features** | | 8 hrs | | --- | | |  | | --- | | |  | | --- | |
|  |  | | 38 hrs | | --- | | **Total time** | |