GAME 400/490/610

Documentation and Expectations

GAME DESIGN DOCUMENT

GDD

THE GDD

- Game Design Documents are hard.
- They are not Technical Design Documents (TDD).
- No-one wants to read it.
- It will change over time… meaning it has to be updated.
- There is no one 'right' way to write it.
- The only thing that is important is that it is clear.
- This is in internal document.

WHO IS A GDD FOR?

- The GDD is for the whole team, even if it's just you, especially if it's not just you.
- Producers, designers, artists, programmers, even QA may reference this document.
- It needs to communicate the information each person needs to make the game a reality.
- Don't assume that everyone will read it the same way, be specific!

WHAT GOES IN A GDD

- Everything.

- Not only should it describe stuff generally, but more importantly… specifically.

- Don't be afraid to make some decisions and document them. You can always change them later… and will.

- Ex. Don't say something does 'low damage'; say it does '5 damage (low)'

EXAMPLES

- I've uploaded some examples of GDDs to the Course Content folders on Blackboard.

- Documents to look over:
  - GTA Design
  - An Ant's Life
  - Arcana Project
  - Larry's Casino

FINAL THOUGHT

- A good way to know if your GDD is detailed or done well.

- Could you give this GDD to another team and have them build the game based on it alone?

- To help you get to that state, have someone unfamiliar with the game read your GDD and see what questions they still have.

THE END

Examples are provided in Course Content in Blackboard!