**GAME DESIGN DOCUMENT (GDD) TEMPLATE**

**Concept Document**

The concept document serves the purpose as a way to present a game concept. A general overview of the game, with the idea anyone can read and understand what the game is like. This part of the document is one that will change very little once the concept is accepted.

**Title Page**

The title page includes general information about the game:

Game Name : Sylvan Larceny

Game Logo : N/A

Game Catch Phrase : Secrets of the Subterranean

Document Type : N/A

Document Version : 1.0.0

**Credit Page**

The credit page should present information about the person who authored the document and for what company.

Document Purpose: Game Design Doc

Document Version: 1.0.0

Working Title: ?

Game Concept: Top down puzzle adventure with focus on stealth mechanics

Game Document Author: Mac Farris

**Sign-Off**

The sign-off section lists all the people involved (by rank and role) and confirms that each member of the team has read through the document and agrees with the current plan.

GAME CONCEPT SIGN-OFF

Lead Artist: Mac Farris

Lead Designer: Dominic Pescasio

Lead Programmer: Simon Henderson

Lead Producer: Mac Farris

**Introduction**

The introduction should include a brief sentence or two about the game, its genre, player type, technical form, references and theme. Everyone that reads this should be able to understand what the basic idea of this game is.

A new purpose for the introduction can also be the reason for the concept and history of the game the concept is based upon. Here is a short list of subjects to address in the introduction:

* Genre
* Player Type
* Game Play
* Technical Form
* History
* Reference
* Theme
* Design Intentions (original or cloned)

Sylvan Larceny: Secrets of the Subterranean is a top-down puzzle adventure game with a heavy lean into stealth and avoiding detection. People who would enjoy this game would also enjoy games such as bob the robber for the treasure hunting and puzzle aspects and for the stealth mechanics Assassins creed unity. The game is made for PC. Theme wise the game is tbd.

**Game Analysis**

The game analysis provides a general overview of the game.

**GAME DESCRIPTION**

Genre:

Describe the Genre

Example:

* Role-play
* Adventure
* Strategy
* Puzzle
* Simulator
* Construction & Management

Game Elements:

Game elements are the basic activities the player will be doing for fun during the game.

Example:

* Shooting
* Collecting
* Chase
* Combat
* Dodging

Chase/Dodging

Game Content:

Example:

* Horror
* Thriller
* Humor
* Drama

Thriller (I think?)

Theme:

Example:

* Western
* Sci-Fi
* Fantasy

Fantasy/Realistic

Style:

Example:

* Real
* Old School
* Manga

Game Sequence:

Example:

* Linear- Storylines
* Hyper- Storylines that the player can influence
* Simulation

Player:

The game is single player

**GAME REFERENCE**

Game Taxonomy:

Game Taxonomy is here as a reminder of what the design direction is. Game Taxonomy is made up of **Simulation**, **Game** and **Narrative** based. These can further be divided into **Chance**, **Simulation** and **Narrative**. This is further divided into **fiction** or **non-fiction**.

Example: Xyanide is a Fictional Game/Narrative, while Sim City is a Non-Fictional Simulation/Game.

Sylvan Larceny is a Non-fictional Game/Narrative.

Player Immersion:

This is an attempt to understand what kind of enjoyment the player will receive from the game.

Example:

* Tactical
* Strategy
* Narrative
* Physical
* Emotional
* Mental

Reference:

References can come from anywhere.

* The idea is to describe your game’s story, play, and style with references.

**GAME TECHNICAL**

Technical Form: 2D graphics (Flat)

View: Top down

Platform: PC

Language: C#

Device: PC, console?

**GAME SALES**

Consumer Group: This could involve conducting a research or focus group with actual consumers to gather or validate market acceptance data

Payment: This could involve discussions on monetizing the game and receiving payments from customers

Estimated Price: This could involve market sizing and market pricing strategies for the game product

**Game Atmosphere**

In the game atmosphere section, it is best to have a mood board or a clear description of the game’s style. This is a good place to start interacting with a graphic designer.

* Atmosphere Mood Board
* Character/Units Sketch & Description
* A Level (Locations) Sketch & Description
* Audio Description

**Game Play**

The game play section is utilized to create a descriptive paragraph about how the game is played. The idea is that you want the person imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

*Example:* Few readers want to hear statements such as: “enemy\_1 will have more hit points than enemy\_2.” Instead, it is better to make statements such as: “the Lazarus Fighter has more armor than the Apollo Fighter.”

This outline will vary according to the type of game.

* Opening the game application
* Game Options
* Story Synopsis
* Modes
* Game Elements
* Game Levels
* Player’s Controls
* Winning
* Losing
* End
* Why is all this fun?

**Key Features**

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

**Selling Features**

This is a list of features that could be potentially helpful to market and/or sell a game. If a game has any copyrightable material, note it here. It may be a good idea to research the key points below or consult with a professional marketer.

* Number of Levels
* Number of Enemies/ Characters *(Example: 12 characters or amount of enemies, end bosses)*
* Time of Game Play *(Example: 2 hours of fun)*
* Replay ability
* Audio Specifications
* Graphic Specifications
* Device Compatibility
* Number of Players
* Online Activities (high scores, etc.)
* Number/Type Modes
* Marketing Ideas
* Consumer Group
* Unique Features
* Merchandising