**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.

Stealth is the name of the game, and as the player navigates the levels, they always have to be constantly thinking ahead and planning their next moves in advance. As the players navigate the top-down levels, they will have to avoid the places where the guards can see them, and if they stay too long, then a harrowing chase begins! The player is trying to navigate to the end of a level, and then escape with their life, if they can.

**GAME DESCRIPTION**

Genre:

Describe the Genre: Stealth, Puzzle, Adventure

Game Elements: Chase, Dodging, Hiding.

Game Content: Suspense, Heist

Theme: Fantasy, Realistic

Style: Pixel Art 16bit

Game Sequence: Linear

Player: Single Player

**GAME REFERENCE**

Game Taxonomy: Sylvan Larceny is a Fictional Game/Narrative

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.

Player Immersion: Strategy, Tactical

Reference: some inspirations were bob the robber, for the heist mechanics and game tempo, assassin’s creed unity for the “escape” or stealth mechanics, i.e. there will be a “last seen” position that any guards will go to so you can use corners to your advantage. Art style is coming from 16 bit styles with a lean into a few of the Pokémon games for their mood and atmosphere.

**GAME TECHNICAL**

Technical Form: 2D graphics (Flat)

View: Top down

Platform: PC

Language: C#

Device: PC, console?

**GAME SALES**

Consumer Group: People who enjoy Strategic or Heist type games

Payment: if I put the game on steam, yes payment will be necessary

Estimated Price: 40 cents minimum to a dollar Maximum.

**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

Art and audio is N/A for the most part due to technical difficulties.

**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

Your basic double click the app, a opening animation will play for the group.

* Game Options

Some basic options including volume and other general game stuff

* Story Synopsis

A man is in need of sections of a complete gem for various reasons, he has to heist the sections out of guarded caverns to get them back to his home

* Modes

Maybe, if implemented would include higher or not as high levels of alertness for the guards.

* Game Elements

N/A

* Game Levels

There will be at least 5 levels,

* Player’s Controls

Player will use WASD to move along a grid, Q to toggle a special state known as adrenaline, and E to throw rocks to distract and stun guards.

* Winning

You collect all pieces of the gemstone.

* Losing

You are caught too many times.

* End

Celebration for collecting the pieces.

* Why is all this fun?

Having to find your way around guards lines of view to get to the pieces of gem while avoiding traps is tricky to do and rewarding when completed.

**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~~

The biggest selling point is the stealth mechanics. Very few games can capture the importance of stealth, as many players will go in, guns blazing, and just demolish everything in the level. This game will be one of those few, as being able to get through without being seen is essential; players who are caught too many times won’t get far.