

<Your Game Name Here>

<Your Company Logo Here>

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Special thanks to Alec Markarian  
Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

## Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

# Overview

## Theme / Setting / Genre

- <Insert Theme here>

## Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1>
- <Gameplay Mechanic #2>
- <Gameplay Mechanic #3>
- <Gameplay Mechanic #4>

## Targeted platforms

- <Example Platform #1 Here>
- <Example Platform #2 Here>
- <Example Platform #3 Here>

## Monetization model (Brief/Document)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)
  - <Link to Monetization Document>
- (How do you plan to monetize the game?)

## **Project Scope**

- <Game Time Scale>
  - Cost? (How much will it cost?)
  - Time Scale (How long will it take to make this game?)
- <Team Size>
  - <Core Team>
    - Team Member name?
      - What does he/she do?
      - <Cost to employ them full time or part time>
    - etc.

(List as many core team members as you need to)
  - <Marketing Team>
    - Team Member name?
      - What does he/she do?
      - <Cost to employ them full time or part time>
    - Etc.

(List as many marketing team members as you need to)
- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

## **Influences (Brief)**

- <Influence #1>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - /Explain why this is an influence in 1 Paragraph or less/
- <Influence #2>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - /Explain Why in 1 Paragraph or less/
  - /Explain why this is an influence in 1 Paragraph or less/
- <Influence #3>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - /Explain why this is an influence in 1 Paragraph or less/
- <Influence #4>
  - <Medium> (Television, Games, Literature, Movies, etc.)
  - /Explain Why in 1 Paragraph or less/
  - /Explain why this is an influence in 1 Paragraph or less/

## **The elevator Pitch**

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## **Project Description (Brief):**

<Two Paragraphs at least>

<No more than three paragraphs>

## **Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

## What sets this project apart?

- <Reason #1>
- <Reason #2>
- <Reason #3>
- <Reason #4>
- <etc.>

## Core Gameplay Mechanics (Detailed)

- **<Core Gameplay Mechanic #1>**
  - <Details>  
/Describe in 2 Paragraphs or less/
  - <How it works>  
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #2>**
  - <Details>  
/Describe in 2 Paragraphs or less/
  - <How it works>  
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #3>**
  - <Details>  
/Describe in 2 Paragraphs or less/
  - <How it works>  
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #4>**
  - <Details>  
/Describe in 2 Paragraphs or less/
  - <How it works>  
/Describe in 2 Paragraphs or less/



# Story and Gameplay

## **Story (Brief)**

<The Summary or TL;DR version of below>

## **Story (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## **Gameplay (Brief)**

<The Summary version of below>

## **Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

## Assets Needed

### - 2D

- Textures
  - Environment Textures
- Heightmap data (If applicable)
  - List required data required - Example: DEM data of the entire UK.
- Etc.

### - 3D

- Characters List
  - Character #1
  - Character #2
  - Character #3
  - etc.
- Environmental Art Lists
  - Example #1
  - Example #2
  - Example #3
  - etc.

### - Sound

- Sound List (Ambient)
  - Outside
    - Level 1
    - Level 2
    - Level 3
    - etc.
  - Inside
    - Level 1
    - Level 2
    - Level 3
    - etc.

- Sound List (Player)
  - Character Movement Sound List
    - Example 1
    - Example 2
    - etc.
  - Character Hit / Collision Sound list
    - Example 1
    - Example 2
    - etc.
  - Character on Injured / Death sound list
    - Example 1
    - Example 2
    - etc.
- Code
  - Character Scripts (Player Pawn/Player Controller)
  - Ambient Scripts (Runs in the background)
    - Example
  - NPC Scripts
    - Example
    - etc.
- Animation
  - Environment Animations
    - Example
    - etc.
  - Character Animations
    - Player
      - Example
      - etc.
    - NPC
      - Example
      - etc.

## Schedule

- <Object #1>
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.
- <Object #2>
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.
- <Object #3>
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.
- <Object #4>
  - Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.