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# **Game Design Document (GDD)**

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MARCH 14, 2022

## Project description (Introduction)

A summary of what this game is about, without going into much detail about game mechanics or anything else. After reading the Project Description, it should be clear what type of game you are trying to make (Social, Casual, Hardcore, etc.) and the genre (Puzzle, RPG, FPS, etc.). Of course, you can add more information that feels relevant to your game.

This section would ideally be one or two paragraphs long. No more than a page for sure.

For example:

*This game design document describes the details for a multi-platform touch based 2D puzzle game with novel mechanics and an original story and characters. The game plays like other match-3 games but introduces some innovations.  
The name is to be defined but candidates are...*

## What is your game, Genre?

- |                                         |                                        |                                   |                                      |
|-----------------------------------------|----------------------------------------|-----------------------------------|--------------------------------------|
| <input type="checkbox"/> Platformer     | <input type="checkbox"/> Shooter       | <input type="checkbox"/> Fighting | <input type="checkbox"/> Survival    |
| <input type="checkbox"/> Endless Runner | <input type="checkbox"/> Racing        | <input type="checkbox"/> Puzzle   | <input type="checkbox"/> Educational |
| <input type="checkbox"/> Board Game     | <input type="checkbox"/> Tower Defense | <input type="checkbox"/> Strategy |                                      |

## Game Prospective:

- |                                           |                                           |                                        |
|-------------------------------------------|-------------------------------------------|----------------------------------------|
| <input type="checkbox"/> 3D Third Person  | <input type="checkbox"/> 3D First Person  | <input type="checkbox"/> 3D Open-world |
| <input type="checkbox"/> 2D Visual Novels | <input type="checkbox"/> 2D Side-scroller | <input type="checkbox"/> 2D Top-Down   |

## Game Mode

- ☐ Single-player
- ☐ Online Multiplayer: Co-op (Max Limit Of **2 Players**) (E.g. *Cricket, football...*)
- ☐ Online Multiplayer: Party Game (Max Limit Of **4 Players**) (E.g. *Ludo...*)
- ☐ Online Multiplayer: Teams (Max Limit OF **10 Players**) (E.g. *CounterStrike, Halo...*)

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## Game Overview

- **What is the Name of your game?**
- **What game is about?**
- **Is there any background story?**

*“An important part of the art of storytelling is to create characters that the guests can empathize with easily, for the more the guests can empathize with the characters, the more interesting the events become that happen to those characters.” – Jesse Schell, Book of Lenses*

Having introduced the characters, it's a good time to talk about the events that will happen throughout the game.

### **For example:**

*Gnumies are happily playing inside their castle and causing mischief. The Butler is going insane, but everybody is enjoying. Joker makes jokes.*

*German is home watching TV and his mother bothers him. So, he goes out to spy on the Gnumies. Outside it's raining and German is looking envious through the window, getting all wet.*

*A strange mysterious person—something gives him a key that he can use to enter through a backdoor. He goes in with his army, kidnaps and jails female and baby Gnumies, and kicks everybody else out of the island...*

- **Provide at least 2 video links or pictures for references of games with same idea as your game.**
  - (E.g. Super Mario, Need For Speed...)
  - (E.g. Snow bros, Counter Strike...)
- **Theme of the game?** Provide a **video link or picture for references** (E.g. World War II, Civil War, Forest, Medieval, Cartoonish, FutureTech[Sci-fi]...)

“Resonant themes elevate your work from craft to art. An artist is someone who takes you where you could never go alone, and theme is the vehicle for getting there.” - **Jesse Schell, Book of Lenses**

*This is important for when other people read your design. Overall, the theme speaks about what kind of story you want to tell: is it comedy, is it the real life or is it just fantasyyy... :)*

*For example:*

*This is a game about sadness and hardships. There is action and happy moments but between each chapter the story must progress in a way that clearly states that the Gnumies are sad because they lost their home. It must also have a sense of humor and be funny.*

You can skip this section if you think it's irrelevant for your game.

- **Is there any level system?**

How many levels are there? Does each level have different theme?

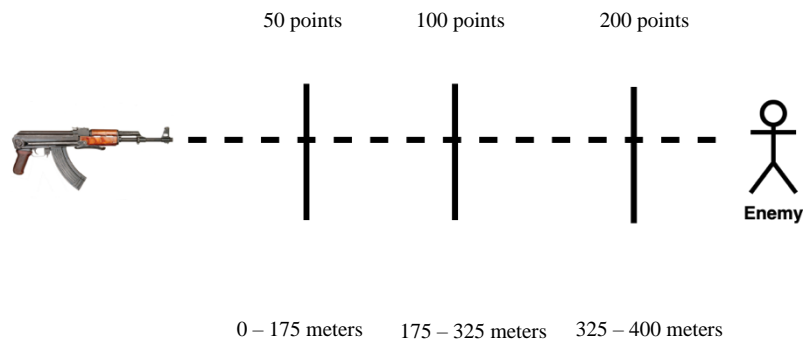
- **How does the scoring system work?**
  - **How do you calculate the high score?** (E.g. Most Kills, Shortest Time, Most Collected Coins/Gems...)

***E.g., Score System***

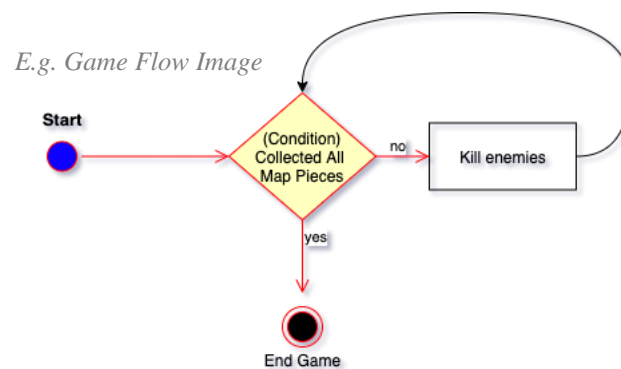
*Info 1. AK47 Bullet max travel range = 400 meters ...*

*Info 2. Headshot bonus = extra 50 points ... (this info can also be one of the game rules)*

*Info 3. ...*

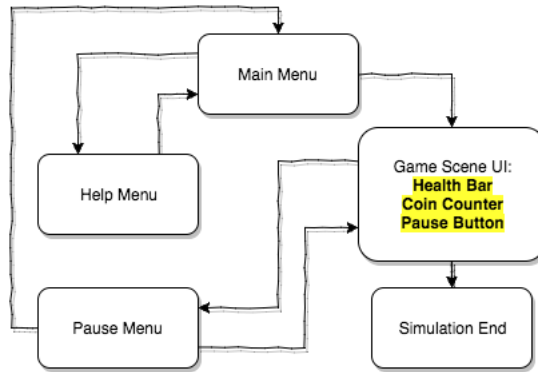


- **What would be the objective to clear a level?** (*E.g. collect health packs and race against your shadow. Race against other players and so on...*)
- **How does the game start and ends?** (Provide Game Flow Image)



- **How do you play game? (Provide image)** (*E.g., Button on the screen to shoot, Joystick on the screen to move...*)
- **What kind of elements will player be interacting with in gameplay?** (*E.g. Guns to shoot, Booms to blow, Car to drive, Collecting coins to purchase items, Collecting maps pieces to clear the level, hide behind a wall/tree...*)

- **Are there any enemies?**
  - **Are there different types of enemies? How many types are there? What do they do?** (E.g. Shoot, Throw booms, Eat player[zombie], Race with the player...)
- **Is there a purpose of the game?** (E.g. Educating kids, learning new skill, promoting company, promoting other products or trend...)
- **What are the rules?**
- **Game Rules:**
  - Rule 1: (E.g. only 3 players in each team ...)*
  - Rule 2: (E.g. player cannot join the team without permission of room creator ...)*
  - Rule 3: (E.g. no player is allowed to take car into the water...)*
  - Rule 4: (E.g. player always need to stay sign-in to play the game...)*
  - Rule 5: (E.g. One hit kill...)*
- **Rules for Player: (what player can and cannot do)**
  - Rule 1: (E.g. player can only carry 2 guns...)*
  - Rule 2: (E.g. cannot kill teammates...)*
  - Rule 4: (E.g. can heal teammates, can heal himself...)*
  - Rule 5: (E.g. can block other players...)*
  - Rule 6: (E.g. cannot throw knife...)*
  - Rule 7: (E.g. knife will break after 3 time usage...)*
  - Rule 8: (E.g. Die when health goes 0...)*
  - Rule 9: (E.g. Die if jump into water...)*
- **Rules for Enemies: (what enemies can and cannot do)**
  - Rule 1: ...*
  - Rule 2: ...*
- **Provide UI system flow.**



- *Main Menu: Title of the game, Start button, Exit button, Help Menu button, ...*
- *Help Menu: Volume control, Save and Load Game, ...*
- *Game Scene: Health bar, Coin Counter, Pause Button, ...*
- *Pause Menu: Exit Game Button, Volume control, Resume Button, ...*
- *Simulation End: Start a new game Button, Credits, ...*

Good to provide some references of the UI design. (Provide images)

## Assets

### Audio:

- **List of Audio clips**

*E.g*

- *Player*
  - *Jump*
  - *Walk*
  - *Get Hit*
  - *Run*
  - *Fire*
- *Enemy*
  - *Jump*
  - *Walk*
  - *Get Hit*
  - *Run*
  - *Fire*
- *Game Background Music*
  - *Main scene*



- *Level*
    - *Level 1*
    - *Level 2*
  - *Credit scene*
- *UI*
  - *Main Menu*
    - *Exit Button*
    - *Menu Button*
  - *Gameplay*
    - *Pause button*

### 3D models:

- **List of 3D models**

*E.g*

- *Protagonist*
- *Antagonist*
  - *Level 1 antagonist*
  - *Level 2 antagonist*
- *Game*
  - *Level 1*
    - *Trees*
    - *Rocks*
    - *Building*
    - *Cars*
    - *...*
  - *Level 2*
    - *Table*
    - *Chairs*
    - *...*
- *Interactable Items*
  - *Gun*
  - *Bombs*
  - *Coins*
  - *...*

❖ **Provide a link if you are using any external, purchased or downloaded a royalty free model**

### 2D images:

- **List of UI**

*E.g*

- *Player*
  - *Health bar*
  - *Character Display Image*
  - *Bullets counter*
  - ...
- *Enemy*
  - *Health bar*
  - ...
- *Main Menu*
  - *Start Button*
  - *Exit Button*
  - *Setting Button*
  - ...

❖ **Provide a link if you are using any external, purchased or downloaded a royalty free image**

Source Code:

❖ **Provide a link to your Github, perforce or any other places you saved your project**

Prototype:

❖ **Provide a link to your prototype or a link a video to your game play**

## Technical Description

Here's where you describe the platforms you'd be launching for and tools you'll be using or are considering using throughout your development. This should not be a detailed technical description, for that you have the Technical Design Document (TDD). Here we are just scratching the surface.

*Example:*

*Initially, the game will be Mobile Cross-platform:*

- *iOS*

- *Android*
- *Windows Phone*

*Follow with PC standalone version and Facebook Canvas.*

*Could add Mac and/or console support (through e-stores) in a future.*

*Consider the following engines: Marmalade, Unity 3D, Unreal Engine 4.*

*For project management use JIRA. Use Perforce for storing code and assets.*

*TBD properly in Technical Design Document.*

## **Marketing & Funding**

A completely optional section but write your ideas now so you don't forget them later. It's important to think about how you are going to market your game, even before starting your development. It's also important to know where the money to make the game is coming from.

*"A plan is a real thing." – Jesse Schell, Book of Lenses*

*For example:*

*Prototype the first level, and launch a Kickstarter campaign where we show that level.*

*Try to land a publishing deal.*

*Is there any Government funding we can apply to?*

*Create a press kit and send to gaming news websites.*

*Start a YouTube Channel and post development diary*

*videos.*

*Etc....*

## Demographics

It's important to know who you'll be targeting; this should spill into the game design. If you are targeting 15- to 25-year-old males, then your main character probably shouldn't be a pink pony (not that there's anything wrong with that).

*Example:*

*Age: 12 to 50*

*Sex: Everyone*

*Casual players mostly*

## Platforms & Monetization

You can add a little more detail about how you are going to approach the release on each platform.

*For example:*

*Initially: Free android app with in-game ads, and paid version without ads.*

*Free iOS with ads. Paid iOS version without ads.*

*In game purchases.*

*Consider: Windows 8, Windows Phone 8, XBOX live and Nintendo e-shop.*

## Localization

Your supported languages. Just add whatever you have in mind, this is something that probably won't be a priority until later.

*Example:*

*Initially English/Spanish.*

*Later update with: Italian, French, German, etc.*

*Consider getting an Asian publisher for expanding to Asia, someone that can help with localization.*

## Development Team Info.

- **Total members:**

### **Project Manager**

Name:

Contact info:

### **Chief Design Officer (CDO)**

Name:

Contact info:

### **Chief Technical Officer (CTO)**

Name:

Contact info:

### **Design Team**

Name:

Contact info:

### **Programming Team**

Name:

Contact info:

## Other Ideas

Another completely optional section. If you have ideas that you are not sure if they should go in the game or not, just add them here so you don't forget them.

*For example:*

- - *Level designer*
  - *Be able to rate levels created by other users*
  - *Achievements*
  - *Leaderboards*
  - *Should the game have a Multiplayer mode?*

## Some recommendations

- *It is recommended to have a cover page.*
- *It is always a good practice to have table of contents in a document.*
- *Try to apply page number at the footer of every page of the document.*
- *Provide references links of every image or video you use in your document. (Add captions)*
- *Choose a proper font/theme for your document.*
- *Make sure your document is readable.*

## References Links

Add a list of references to your document.

## Create and add a Gantt chart or timeline

### **What Is a Gantt Chart?**

A Gantt chart is a graphical representation of your project's progress over time.

Not only do Gantt charts reveal your project progress, but they also give a clear overview of:

- The entire project schedules
- Time estimates
- Assigned project team members
- Task priorities
- Task dependency

### **Why Is a Gantt Chart Important?**

A Gantt chart is a powerful, analytical tool that offers you a birds-eye view of your entire project.

Here are some of the reasons why project managers love Gantt charts:

- It gives you a clear picture of your project's progress
- It helps you understand the project schedule
- It clearly [maps every task dependency](#)

### **Useful resources**

<https://www.innovecsgames.com/blog/game-design-document/>

<https://www.gamedesigning.org/learn/game-design-document/>

<https://www.linkedin.com/pulse/game-design-document-template-ammad-raza>

<https://clickup.com/blog/gantt-vs-timeline/#:~:text=The%20main%20difference%20between%20a,%2C%20end%2C%20and%20important%20milestones.>