Generic Blank Game Design Document (GDD)

Your Game Logo

Here

***‘Catchy Game Tagline’*** - you

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| | Game Development Team Members    PRODUCER  You    PRODUCTION MANAGER  You    PRODUCTION COORDINATOR  You  GAME DESIGNERS  You  SYSTEMS/IT COORDINATOR  You  PROGRAMMERS  You  TECHNICAL ARTISTS  You  AUDIO ENGINEERS  You  UX TESTERS  You |

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|  |

# 1 Game Overview

Title: Awesome Game Name

Platform: PC Standalone + iOS & Android, VR, XBox, Switch,

Genre: Genre of your game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: April, 2016

Publisher: Your Company Name

Description: This section describes the high level overview of your game. Put as much detail into this section as you can. This should contain your elevator pitch and more details to capture the attention and get the reader to want to play your game.

# 2 High Concept

# 3 Unique Selling Points

# 4 Platform Minimum Requirements

# 5 Competitors / Similar Titles

# 6 Synopsis

# 7 Game Objectives

# 8 Game Rules

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

## 11.2 Metrics

## 11.3 States

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List