

The Level Design Document: an example

NOTA BENE: this outline is a list of *suggested* topics in a *suggested* order. Please feel free to exclude from your document any item that does not apply to your game or to re-arrange some sections in the template structure.

NOTA BENE 2: the final version of the LDD should be complete (i.e. it describes the whole level) and it must include a section that summarizes which are the parts of the level that have been included in the prototype(s). Otherwise, we will expect that everything described in the LDD have been developed ...

Cover page

it should include at least:

- Game title & Level title and number (if any) - with logos
- Team name (and logo) + team members (with id#)
- Academic year
- Team/game logo/concept art

Changelog

This section tracks the changes made to the document.

Contents

SECTION 1 – GD

This (quite SHORT) section focuses on the design of the whole game. Obviously, you do **not** need to put here all the stuff about D&D, but you are expected to describe accurately all the other aspects and features of your game (i.e. story, world, goal outline, etc.) that are relevant or useful to design the level of your project.

1. High concept and game themes

Brief description of the game and of the main story themes.

2. Game world & Settings

Brief description of the game world, including world(s) map(s), world(s) diagram(s) and the description of the setting(s).

3. Game Story

All the elements of the whole game story. Including:

- Synopsis
- Story flowchart

4. Level(s) and goals outline

Include also level(s) scope.

5. Characters

All the relevant information about characters, including:

- Description

- Backstory (if any)
- Skills/abilities/stats
- Skill chart
- Circumplex
- Map of relationships
- Enemies chart

6. Gameplay elements

Any gameplay element or mechanics peculiar to your game that you need to mention and describe. This section should include also teaching mechanisms and rewarding systems.

SECTION 2 – LD

In this section you are expected to go into the details of your project (i.e. the design of “your” level of the game).

1. Level “world”

Description of the areas present in your level (including audio & visual)

2. Level story and gameplay

Detailed description (including dialogues) of the part of the story and the gameplay that takes place in the level. It should include also:

- Level flowchart
- Level diagram (including dimensions)
- Event diagram
- Level description (including audio and visual)
- Puzzles
- Any other relevant information

SECTION 3 – Prototypes

In this section you are expected to describe which prototypes - both physical and digital - you have developed and for which reason.