# The Game Design Document: an example

*(Source: Game Design Workshop by T. Fullerton)*

NOTA BENE: this outline is a list of *suggested* topics. Please exclude from your document the items that do not apply to your game (e.g.: the does not have a story with subplots, etc.)!

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

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Add a cover page including at least:

* Game title
* Team name + team members
* Academic year
* Team/game logo/concept art

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